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<p>(54) Title: A SYSTEM FOR TRANSFER OF DATA IN A NETWORK</p>			
<p>(57) Abstract</p> <p>The present invention relates primarily to a system for transfer of data in a network, in particular in connection with games, lotteries, and the like, the said system comprising substantially one main administration server, and for the purpose of providing a system which may easily be controlled from one single contractor yet still allow access for users or players at a global level, it is according to the invention proposed that the said main administration server, optionally via additional appropriate servers, communicates with domestic and/or regional and/or international users who participate in the game, lottery, or similar, concerned, at the domestic level in accordance with applicable rules in the domestic/regional/international jurisdiction concerned. The invention also provides an electronically controlled game, lottery, and similar pay-out gambling machine game, as well as utilisation of a network, in particular in connection with games, lotteries, and similar, as stated.</p>			

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System for transferring data in a network

The scope of the invention

5 The present invention relates in general to a system for transfer of data in a network, and more specifically to a gambling system, in particular an electronically controlled game, lotteries, and such like.

10 Furthermore, the invention relates to utilisation of a network, in particular an international network.

Prior art

15 Previously known are networks for transfer of data and information where individual users may communicate either with shopping centres, banks etc. for the purpose of carrying out certain transactions, or communicate with each other for the exchange of information, games etc.

20 It has also previously been proposed to sell lotteries via a network, but in such instances it has often been difficult to obtain permission from the respective authorities, not least because of differences in the

25 legislation of the various states.

Furthermore, it is a fact that electronics are constantly changing the market for money games. A number of systems which utilise computers and network for transfer of data already exist within the lottery business. Gambling machines are usually placed in amusement halls (arcades), casinos, on ferries, in restaurants and bars, department stores, passenger terminals for aircraft, trains and buses etc. Several systems exist for the interconnection of different gambling places and systems. Systems also exist which make it possible for hotel guests to play from their rooms via TV and participate in jackpots at various levels; within the hotel, the town or all towns linked to the

network, where the players are given access to the various jackpots depending on the size of the stake. Several systems exist for participation in money games with different jackpots. A common criterion is that as you win 5 you are gradually being permitted to play for ever bigger jackpots. The larger the number of playing places linked up to the same network, the bigger the top winnings will be. Use of an on-line system for selection of tickets through commission agents with continued use of coupons is 10 currently usual in the lotto and totto industries since the authorities all over the world are still reticent about introducing money games on the Internet because of the risk of undesirable gambling across national borders.

15 WO 96/37866 A1 relates to a (playing) system divided into two or three different hierachic levels where at the lowest, possibly the two lowest, levels there is a plurality of groups/regions which may each have different rules for playing. Part of the system is a main 20 administration server which controls/monitors all games and is intended substantially in real time to give stake-paying users access to the various games which are part of the system. The game comprises various levels of award of prizes. At the lowest level there is e.g. a confined area 25 such as within one hotel or one region, and at the highest level there is a global jackpot. A certain proportion of the stake goes to a local administrator/provider of the game, including funds for local prizes, while part goes towards regional and global prizes.

30

The known system, however, takes as its basis a game which is physically taking place from selected hotels where the players need to seek out those locations where the gambling system is being offered. The present invention offers 35 access to a gambling system via the Internet which is thus totally independent of the whereabouts of the players, i.e. they do not seek out the game physically, but electronically via the Internet. It is in other words the

system which finds the player and not the other way round, where the player does not need to seek out a hotel (it might just as well have been amusement halls which were linked up and not hotels) in order to play.

5

The known system is furthermore constructed with 3 levels of Jackpots; a local Jackpot for each hotel which can be won only by players within that single hotel, then a regional Jackpot for the individual town, state or nation, 10 where players, irrespective of what hotel you play from or in which town, state or country you may be.

The known system is thus different from a system which takes as its foundation that domestic games are played, 15 independently of each other, where 10 per cent of the total turnover from all countries go into one pot, a Global Jackpot, which is won by whoever draws the winning ticket from among 2,097,152 tickets of which 2,097,151 are "blank" tickets. All players qualify here and have identical 20 chances of winning. In other words, no qualifications are required in order to participate, the players buying 10 national tickets at a time and "into the bargain" the players are then given a ticket in the international real time lottery with each national ticket they buy. The known 25 Jackpots give the players ticket numbers which are drawn after the gambling has finished for the day and the size of the Jackpot calculated. That system is in other words not a real time lottery, and there may also be several winners having to share the Jackpot, exactly as in "Gull-Lotto" 30 where there is rarely just one winner.

Background to the invention

The basis for the present invention is the objective of 35 providing an international gambling system which utilises what is *per se* known technology in a network model, e.g. via the Internet, at a domestic level, and as such a network model providing access to games at a domestic level

in accordance with current rules within each jurisdiction, particularly within each individual country, state, region etc.

5 A further aim of the present invention is to provide domestic games which may be linked up to domestic charitable organisations and ensuring that gambling revenues from one country go towards local charitable organisations without disappearing out of the country
10 concerned etc.

A further aim of the present invention is to provide a gambling system where several users can play not just domestically but also internationally against each other,
15 and then in particular for one and the same international "Global Jackpot" while they each play for local lottery winnings at the domestic level.

One aim of the invention could also comprise a system for
20 transfer of data in a network such as e.g. the Internet, and more specifically a gambling system which ensures that the residents in the various countries are only permitted to participate in the domestic lotteries of the respective countries, and especially an electronically controlled
25 money game with tickets drawn in advance at the domestic level combined with a real time game at the international level where players in all countries have the same winning chance of winning a common Global Jackpot.

30 Summary of the invention

These aims are achieved in the present invention and through the aspects prescribed by the invention.

35 In other words a first aspect of the invention aims at a system for transfer of data in a network, especially in connection with games, lotteries and such like, the said system comprising substantially one main administration

server, characterised in that the said main administration server, possibly via additional suitable servers, communicating with domestic and/or regional and/or international users participating in the said game, lottery and such like, at the domestic level in accordance with current rules in the domestic/regional/international jurisdiction concerned.

Furthermore, a second aspect of the invention aims to provide an electronically controlled game, lottery and similar payment machine game, comprising e.g. random games, skills games, or combinations of these, characterised in that the individual game, lottery or similar is designed to be part of a global network modelled in such a way as to provide access to games at a domestic / regional / international level in accordance with current rules within the jurisdiction applicable to the single user's country, state etc.

The present invention describes in an additional aspect the utilisation of a network, in particular an international network, especially in connection with games, lotteries and such like, characterised in that the individual games are procured by suitable animation in the form of reel slot, video poker, bingo, scratch cards etc., and that the game takes place via e.g. the Internet, yet is still played locally according to current laws and regulations where the individual player normally has his residence and normally plays his game from, e.g. from a home computer.

In a further perspective, the present invention describes an international gambling system, characterised in that it utilises *per se* known technology in a global network model, e.g. by means of the Internet, the network model being arranged to communicate with gambling machines at the domestic level, in e.g. amusement halls and casinos, other public places, more particularly restaurants, pubs,

department stores, convenience shops, bus, train and ferry terminals, airports etc.

Additional features and advantages of the present invention
5 will be evident from the specification available, taken in conjunction with the attached drawings, as well as the patent claims attached.

Brief mention of the figures of the drawings

10

Figure 1 is a tabulated overview of examples of forecast prizes for a game according to the invention.

Figure 2 is a tabulated overview showing the differences in
15 prizes between a game according to the invention and e.g. FLAX tickets or cards.

Figure 3 shows in the form of bar charts the differences in
prizes between a game according to the invention and e.g. a
20 FLAX lottery.

Figure 4A is a chart giving an overview of how a stake may be distributed as winnings, profits to the organisers / contractors and any fees and charges.

25

Figure 4B is a schematic overview of the distribution of the turnover from the game domestically and internationally in a gambling system according to the invention, in particular on the Internet with a "Global Jackpot" system.

30

Figure 5 is a schematic representation of an example of the distribution of the stakes in the form of winnings, profits to the organisers / contractors and various fees and charges.

35

Figure 6 shows a systems sketch illustrating a system according to the invention, in particular the open

architecture with complete access for the authorities in all countries to inspect the system.

Figure 7 is a combined block diagram and flow chart

5 illustrating the information route followed in an example of an embodiment of a gambling system according to the invention based on on-line authorisation with the Spectra Payment System (Telenor Pos).

10 Figure 8 is a combined block diagram and flow chart illustrating an embodiment of a gambling system according to the invention based on the use of a "smart card" - also referred to as a "Jackpot Pay & Play Card".

15 Figure 9 is a block diagram showing an embodiment of a gambling system according to the invention where basically one main administration server is used, operating at a domestic and an international level.

20 Figure 10 is a second example of an embodiment of a gambling system according to the invention, comprising substantially a main server communicating with e.g. regional servers, as well as a lottery server and a jackpot server.

25

Figures 11A and 11B are two sheets showing in the form of blocks the flow of information during utilisation of the embodiment shown in Figure 10.

30 Figure 12 is an overview chart illustrating the presumed intensity of play in a gambling system according to the invention, especially as related to regions, continents, confederation of states or such like.

35 Figure 13 is an overview chart illustrating a presumed gambling frequency seen in a global perspective and within certain time zones.

Figure 14 is a bar chart showing an imagined percentage of the total amount of tickets adjusted according to the number of tickets sold per hour, where 100 per cent equal a sale of 1/24 (or more) of the total number of tickets in 5 "Global Jackpot" in the course of one hour.

Figure 15 is a diagram of curves showing an imagined number of players in and playing at the same time per hour. The curves for tickets sold and number of players will follow 10 each other and thus control the amount of tickets being illustrated in Figure 14.

Figure 16 shows in the form of blocks a system intended to localise players via the Internet to their respective 15 domestic lotteries.

Figure 17 is a flow chart showing rejection and approval of access for players.

20 Figure 18 shows in the form of blocks onwards connection of players from home page to local server.

Figure 19 shows in the form of blocks a system for network gambling on the Internet based on the sale of CD-ROM 25 software.

Figure 20 is a schematic overview figure showing the system as used with CD-ROM.

30 Description of embodiments

As mentioned initially, it will be possible to achieve the aims of the present invention referred to by a system for transfer of data in a network, in particular in connection 35 with games, lotteries and similar, the said system comprising substantially one main administration server which according to the invention is characterised in that the said main administration server, optionally via

additional appropriate servers communicates with domestic and/or regional and/or international users participating in the game, lottery, or similar, concerned, at the domestic level in accordance with current rules in the domestic / 5 regional / international jurisdiction concerned.

Additional features and embodiments in such a system will be evident from the description and drawings below, and in particular from the attached patent claims.

10

According to the invention there is thus also provided an electronically controlled game of the type "reel slot", "video poker" and other payment machine games of various animation (multi-game touch screen) in which the player, 15 instead of drawing 5 cards from a pack of cards or letting some reels spin etc., presses the Start key, thereby drawing a ticket from a series of tickets drawn electronically in advance which decides the outcome of the poker game, or where the reels are to stop etc. A player 20 may also elect whether he/she wants to play the lottery as a pure scratch card.

- The players are given the opportunity of playing machine games of the slot machine type with the entertainment value, excitement etc. which that involves, but with the higher stake and chances of winning permitted in sales of tickets where a guarantee has been posted for the winnings. Shown in Figures 4A, 4B and 5 is an example of how stakes and winnings may for instance be distributed:

30

- A certain percentage, e.g. 50 per cent of the stake (tickets/gambling at NOK 10) is paid out in winnings from NOK 100 to NOK 10,000 (being played internationally in the local currency). Minor winnings of e.g. NOK 10, 20, 50 may 35 be paid out not as money but e.g. as 1, 2 or 5 tickets. The sale of tickets takes place in the various countries, with the purchase of tickets, payment of stakes and paying out of winnings (except for the "Global Jackpot") taking

place locally, even when the game takes place internationally via the Internet.

- 10 per cent of the stakes (20 per cent of the profit) 5 also revert to the players in the form of an international prize an international Global Jackpot to at least one player every 24 hours. This prize, or donation on the part of the contractor, is distributed by an electronically drawn ticket where the probability decreases with the 10 number of players, maximised at e.g. the odds of 1 : 2,097,152. With 1,000 players in at the same time and at a frequency of play of 10 games (20 tickets, i.e. 10 domestic games and 10 tickets for "Global Jackpot") during 6 minutes per player (including time for logging on to the system, 15 paying and e.g. on-line authorisation of banker's card), then 100,000 tickets will be taken per hour. It will then as a maximum take about 21 hours between each time a "Global Jackpot" is "broken", but seeing that the winning ticket may be drawn at the beginning just as well as in the 20 middle or towards the end, the prize may recur several times in the course of 24 hours, e.g. at intervals of 0.8 to 1.2 million games, where the prizes will then amount to between NOK 800,000 and NOK 1,200,000 (approx. USD 125,000 and approx. USD 187,500). Maximally it is possible to win 25 NOK 2,097,152 (approx. USD 325,000) with 7 reels @ 8 symbols, but it is hypothetical that the final ticket should be the winning ticket. 95 per cent of all winnings will then be below NOK 2 million. [The system of prizes may in principle be adjusted over time in that maximal odds 30 are increased or decreased. With e.g. 7 reels @ 9 symbols, the chance of winning is reduced to the odds 1 : 4,782,969 with commensurate higher prizes]. With 500 players in at any given time and with the same frequency as above, NOK 1,200,000 will enter the till for "Global Jackpot" every 24 35 hours, to be paid out internationally in varying winnings of some hundred thousand kroner and up to million winnings. Sometimes less, sometimes more. The winnings may end up with players in any country in the world.

- Winner of the "Global Jackpot" is whoever is first to get 7 "Jackpot" symbols on the Jackpot reel (7 reels @ 8 symbols - e.g. oranges, pear, cherry, star, gold bars, rubies, diamonds and Jackpot). With odds equal to $8 \times 8 \times 5 \times 8 \times 8 \times 8 \times 8 = 2,097,152$ possibilities, i.e. when 872 players are in constantly for 24 hours. If the number of players drops (i.e. that < 1,456 tickets per minute are drawn), then the odds are automatically adjusted when apparently more Jackpot symbols are "added on" on the 10 Jackpot reels, thereby increasing the chances of drawing a winning ticket (in practice this is done electronically in that several of the non-winning tickets are removed from the pot from which the computer draws, so that there will be fewer tickets from among which to draw and thus a higher 15 probability of drawing the winning ticket). The adjustment can be made e.g. every 15 minutes with updating according to a roll-over average. "Global Jackpot" is by definition not a ticket drawn electronically in advance which does indeed presuppose a fixed number of tickets and a certain 20 number of prizes. We are dealing here with a number of tickets determined at the outset, i.e. e.g. a total of 2,097,152 tickets directly after each pay-out, or when the game is started, of which there is only one winning ticket in the pile. The amount of tickets (number of non-winning 25 tickets) is subsequently adapted automatically to the number of players who are at any given time in and playing, based on checking intervals of 15 minutes. The possibility of winning at lotto are far less. In the Viking lotto 6 winning numbers are used of a total of 48 numbers, while 30 Lotto from Norsk Tipping employs 7 winning numbers of a total of 34 numbers, equalling a probability of 1 : 5,379,616 at Lotto and as much as 1 : 12,271,512 at Viking Lotto. The probability of getting 7 Jackpot symbols is, as stated, 1 : 2,097,152, in other words a probability far 35 higher than in lotto games. InterLotto in Liechtenstein works with a probability in between Lotto and Viking Lotto, using 40 numbers and 6 winning numbers. The price of 1 ticket is also CHF 2.00 or NOK 11.00 which is expensive for

lotto. The price of a lotto row in Lotto or Viking Lotto is only NOK 3.00 for comparison.

- The players in "Global Jackpot" play for a stake of NOK 5 10.00 and are then at the outset able to participate in a game with 50 per cent pay-back and a prize profile considerably more favourable than in normal lotteries (FLAX etc.)

10 - Over and above that, players in "Global Jackpot" are allowed to play for a prize which may as a maximum (with 7 reels @ 8 symbols) amount to NOK 2,097,152 (equalling abt. USD 325,000) of which 100 per cent of all NOK 1.00 from each game revert to the players in that the entire jackpot 15 goes unrestricted to the players.

- The winnings altogether in "Global Jackpot" are in other words as much as 60 per cent of the gambling stakes of which 60 per cent on a domestic and 10 per cent on an 20 international scale. In comparison, lotteries the world over provide the following pay-outs of winnings:

Liechtenstein	65%	Portugal	50%	The Netherlands	47%
Australia	55%	Switzerland	50%	Denmark	45%
25 France	52%	Texas	50%	England	45%
Belgium	50%	Germany	50%	Finland	45%
Norway	50%	Austria	50%	Sweden	39%

- The winnings from the payment machines normally have a 30 pay-back percentage (at the operator's option) of 85, 87, 90, 92 or 95 per cent. There is a total of 9 prizes (the FLAX tickets have 8 sizes of winnings). In poker, 1st prize goes to Royal Flush, 2nd prize to Five of a Kind, 3rd prize to Straight Flush, 4th prize to Four of a Kind, 5th 35 prize to Full House, 6th prize to Flush, 7th prize to Straight, 8th Prize to Three of a Kind, and 9th prize to Two Pair. In the scratch card version there are 3 x 4 numbers (all 12 sizes of prizes), and the player wins the

prize which appears 3 times (i.e. 3 of the same, while non-winning tickets show 4 x 2 of the same and 4 of another. Bingo versions can be made, and of course the usual slot machine type with 3, 4 or 5 reels with symbols and 12 possibilities of winning. The new game lets 50 per cent revert domestically + 10 per cent internationally, i.e. a total of 60 per cent reverting to the players on the Internet. 83.3 per cent of the overall winnings revert to the country where the stake was paid, while 16.7 per cent revert to international winners.

One thing is the aggregate of winnings paid out, e.g. 50 per cent of the stake (the price of tickets). Another thing is the probability of a winning. As far as "Global Jackpot" is concerned, the following outline of prizes applies per 1,000,000 tickets, see in particular Figure 1.

- Although as much as 50 per cent revert to the players in the form of domestic winnings, it is still no more than 189,345 tickets of every million tickets drawn which come out with a winning. With FLAX tickets there are 753,216 winnings per 3,000,000 tickets, meaning that 25.1 per cent of the tickets come out winning, i.e. every 4th ticket. The price of FLAX tickets, however, is NOK 20 per ticket, or twice as much as in "Global Jackpot" where the price of each ticket is only NOK 10. With NOK 100 you get 5 FLAX tickets, while the Global Jackpot game will provide 10 tickets for the same price and consequently a far greater chance of winning with the same stake (37.8 per cent chance as compared with 25.1 per cent with FLAX due to twice the amount of tickets).

- Jackpot is in other words an automated game based on winnings being drawn by lots. Playing takes place on a machine as if it was an ordinary slot machine or similar, but the calculation of probabilities lying behind the outcome in a pay-out machine has been exchanged for tickets drawn electronically in advance. The top prize in FLAX of

NOK 500,000 has been removed and replaced by far more medium-sized winnings. There are also 50 per cent more categories of winnings than in FLAX. In addition comes one extra ticket in the international pot, Global Jackpot, with 5 each domestic ticket, and here the player may win a top prize which may become many times larger than the top prize of FLAX in that this is often a matter of winnings of a size of the top winnings in Lotto and Viking Lotto, but with a greater probability of winning.

10

- The differences in prizes between Jackpot and FLAX are illustrated by the chart shown in Figure 3 showing that FLAX lies somewhat higher in the sizes of winnings they have but Jackpot has 50 per cent more categories of 15 winnings and the table in Figure 2 does indeed show Jackpot to have 63,809 more winnings per 10 million in turnover, i.e. with the same turnover of gambling stakes. It will otherwise be seen that FLAX has far fewer medium-sized 20 winnings and totally lacks winnings of NOK 250, 500, 10,000 and 25,000 and only has 40 per cent of the large prizes of NOK 100,000 although FLAX is indeed alone in having a top prize of NOK 500,000.

Another aspect of the invention aims for a utilisation of a 25 network by means of an electronically controlled game of the pay-out machine game type of various animation ("reel slot", "video poker", bingo, "scratch lottery" etc.) where playing is done via the Internet, yet is still played locally in accordance with current laws and rules where the 30 players are normally resident and normally play the game from (normally from a PC in the player's home).

- The game is also characterised in that it is menu-driven. When a player is surfing on the Internet and arrives at the 35 Jackpot home page (<http://www.jackpot.no>), the introduction will then be in English. Before being able to proceed, the player will have to state the telephone number to which the player's PC is connected via a modem or an ISDN card. The

player is then connected onwards to the local lottery at the player's own location. If that country is multi-lingual, alternative languages are shown, and if not the text changes directly to the country's official language.

5

- It is the primary wish of Jackpot AS to obtain approval of its lotteries from the local authorities in the various countries where the operator will do everything possible to obtain recognition in the individual countries the world

10 over. The game is to be planned in a way to allow

(i) authorities to make full inspection of the game,
(ii) the game to follow/be adapted to local laws and rules,
(iii) the game to be played via the Internet, yet equally at the local, domestic level,

15 (iv) in the local language,

(v) where 25 per cent of the turnover corresponding to 62.5 per cent of the profits, revert to local, domestic, charitable organisations or state-run lotteries, and where

(vi) e.g. 50 per cent of the gambling turnover in each

20 individual country revert to the players in that same country (based on local, domestic series of tickets), while

(vii) for instance 10 per cent of all gambling stakes (10 per cent of all gambling stakes) on a world-wide basis go towards a "Global Jackpot" which is being broken at least

25 once every 24 hours, where

(viii) the international top prize is drawn by the drawing of lots with exactly the same probability (odds) of winning irrespective of where in the world you play from, where

(ix) electronic drawing of lots takes place by means of

30 internationally recognised systems of drawing and

(x) under surveillance by Norwegian police authority, while

(xi) all domestic winnings are being paid out locally through local banks,

(xii) in local currency, so that (xiii) all "Global

35 Jackpot" winnings are paid out from a Norwegian bank, but

(xiv) are transferred to the player's home country in order

(xv) to secure domestic control of the gambling income

(matters of tax and wealth etc.)

These examples of the distribution of stakes, profits and winnings, as well as fees and charges etc. are shown in the figures, the said sizes naturally being variable within wide limits.

5

- For a player to be able to play, he must be able to "buy tickets". These are sold locally through local banks in that all transactions are in local currency. The game does not take place, therefore, in countries where the game is 10 not approved.

- In the same way as with a satellite dish aerial you are able to receive programmes which are not allowed to be shown in certain countries, then they still remain "accessible" to all. This also applies to the Internet 15 where everybody has unlimited access to servers in other countries. Lotteries, lotto and other forms of gambling will therefore always be universally accessible on the Internet, although it might not be permitted to be played in certain countries. By means of the present system, 20 order is created in these matters.

As soon as the player has registered with Jackpot AS, by completing a form on screen and thereby having a "Jackpot Account" opened, with player number and country code, where 25 the player merely fills in the name and address, the player is able to play at once provided the local lottery approves playing without the use of CD-ROM with a unique "player ID" which absolutely safeguards against playing across national borders, i.e. approves localisation relying on telephone 30 number with country code and area code. The player must in that case have access to payment transfer via the Internet with the SET standard of the card companies or using a card reader from his own terminal.

35 - The player buys a minimum of 10 tickets @ NOK 10 in local currency which approximately corresponds to the Norwegian price of a ticket (e.g. DEM 2.50, GBP 1.00, USD 1.50, CHF 2.00, SEK 10.00, ITL 1250, ESP 200, DKK 10.00, YEP 175, PTE

250, FFR 8.00), ECU 1.25, etc.). The numbers of the tickets (10 off) appear e.g. in the upper right-hand corner of the screen.

5 - One of the points of "Global Jackpot" is that it is not going to be an advantage to play in another currency, i.e. through another country; the probability is the same regardless, and the stake and the winnings are the same in all countries. Also, everybody plays for the same
10 international "Global Jackpot", meaning that no matter from where you play, you play for the same prize with precisely the same chance of winning - a pot into which NOK 1.00 goes from each ticket and where 100 per cent of the stake reverts to the winner.

15

- State-run lotteries and other lottery organisations being organised through Intertoto, AILE or NASPL may participate in the game by posting a banker's guarantee for 50 per cent of a series of tickets, i.e. the equivalent of NOK
20 5,000,000. This is, however, provided they have obtained permission from the local licensing authority.

- The players may also leave it to the computer to choose a charitable organisation (or a state-run lottery), and the
25 computer then chooses automatically among the organisations according to the principle one by one, so that all organisations receive equally much from the players choosing "automatic choice".

30 - The players may themselves choose the organisation to which they want part of the profits to go, by marking off their preferred organisation on the list.

- During this sequence in the game, which is only an
35 opening for new players, there will also be dedicated web pages with a brief presentation of the various charitable organisations on the list, their field of work, message, what they represent, figures from operations, contact

addresses etc. Previous players can go straight on to the actual game unless they want to change their last choice of a charitable organisation. The name of the organisation chosen then appears in a box next to the numbers of the 5 tickets being bought and eventually opened.

- Following that, the player chooses the form of play he/she wants. From a menu the player may choose among playing slot machine, poker, bingo, scratch card etc., and 10 is thereafter directly into the actual lottery in the desired form of play.

The player starts the game and "opens" one and one ticket by pressing the start key. At the same time a message is 15 sent to the "Global Jackpot" server to draw an additional ticket. Before the player has finished the domestic game, the outcome is ready from the additional game, so that the player is being told on the panel of the outcome which appears in a separate box showing the 7 reels which then 20 stop at the combination of tickets which was drawn. Here there are no winnings for 5 or 6 correct ones, but only one top prize where "the winner takes all", i.e. the sum total of the pot at the time it is being won.

25 The tickets have numbers in a series of tickets, e.g. 047-002-127-0141658-011 where the first number is the country code (Norway in this instance), the second number shows the series of tickets from which the ticket comes, then the actual number of the ticket (in a series of 1,000,000 30 tickets), and finally the code of the charitable organisation to whom the series of tickets belongs. The tickets being bought have consecutive numbers, but for each ticket, the numbers/symbols which are hidden, have already been drawn (as with scratch cards). Those numbers or 35 symbols emerge (appear) when the player "opens" the tickets by pressing start. The player is then dealt 5 cards in poker, or the reels spin as in a slot machine, or the outcome appears in the form of a bingo table with a ball

bouncing across the screen, marking (by change of colour) the boxes drawn, while the correct combination lights up, waiting to be hit by the ball, or one chooses an ordinary scratch card version or similar. The game is and remains 5 the same, it is only the presentation mode (read: mode of entertainment) and thus the entertainment value for each individual, which the players themselves choose.

10 - If the ticket wins, the amount of the winning will be flashing in a separate winnings window on the left-hand side just below the "Jackpot" window, cf. below.

The player then continues with the next 9 tickets (always buying 10 tickets at a time) while at the same time the 15 player watches the "Jackpot" window which shows the time of the day for the last "Global Jackpot" and its sum total. In addition there is a counter right below in the same window, showing the new "Global Jackpot" building up. It 20 is growing at NOK 1.00 for every single ticket "opened" so that the figure increases rapidly. With 500 players in on a world-wide basis, it increases by NOK 14 per second, i.e. NOK 50,000 per hour, and it may be won at any time. At times the pot will rise by many hundred thousand per hour.

25 - A dedicated menu will be able to provide players with more details of practically speaking all aspects of the "Global Jackpot" prizes, i.e. an overview of the last pay-outs in the current week, previous week, current month, previous month, previous quarter, previous six months, last 30 year etc. with statistics of which countries received the most "Global Jackpot"s altogether, relative to gambling stakes (gambling volume), number of players etc. In addition the players can get an overview of the frequency of pay-outs on weekdays, time of day (local time) with 35 various statistics and graphs illustrating the size, the distribution and the "rhythm" of the pay-outs. This is because the players will want to play for different reasons:

- Some will want to play because of the entertainment value and are mostly concerned with the domestic, local game giving as much as 10 tickets for NOK 100 with "two tickets" for the price of one, since they are in the international 5 game for the "Global Jackpot", who will, however, play in the morning as gladly as in the evening and regardless of whether anybody has just "broken" the "Global Jackpot" and the pot is nigh on empty, or whether it is "overdue" and may go off at any time.

10

- Others again will want to play explicitly the "Global Jackpot" and want to study the statistics, find the times most likely for the next "breaking" and play according to the clock, i.e. when the chances of winning are deemed to 15 be greater, and will consequently "float" on the Internet watching and just waiting until he/she believes the chances to be the greatest. Those players will perhaps gamble for more than what they had initially meant to bet, or they will want to "play safe" and try to "time" each "opening" 20 of their tickets hoping to be the one to draw a ticket at the right moment, thereby gaining the "pot". Here many will find great entertainment value, i.e. far greater "excitement" than from just drawing one lot. The reason is that they players are in directly and playing against a 25 computer where the game is taking place there and then. In other words, this is happening "live" almost as when the draw from Hamar is shown on TV each Saturday, but the playing instead takes place "on-line" with the whole world, and then with a modest stake which is in reality a pure 30 gift or donation from Jackpot AS, not only providing 50 per cent more winnings than most other lotteries (75 per cent as against 50 per cent), but also giving away 40 per cent of the gross profit from the sale of tickets (NOK 1.00 of a total of NOK 2.50). The point is, however, that players in 35 the "Global Jackpot" can go "live" at any time during the day, seven days a week, and therefore do not need to wait until Saturday to get the Lotto results or Wednesday night for Viking Lotto.

- When the player has completed all 10 games and all tickets have been "opened", he/she can obtain a print-out of the game showing the tickets (the number codes) bought and the winnings they gave. If so desired, this may be
 - 5 checked against the lists of draws from Jackpot AS, available on the Internet, in a separate menu in the game where the list, approved by Norwegian police authorities, may be "loaded in" and checked off against the tickets one bought. (Available also after all tickets are sold).
- 10 Norwegian police authorities will inspect that the electronic tickets used are in accordance with the series of tickets of the drawing computer, and the pertaining winnings.
- 15 - If the player has had one or several winnings, they will be transferred automatically to the player's bank or to the player's smart card etc. This is guaranteed by the banks backing the charitable organisation to whom the player chose to make his contribution, or the organisation which
 - 20 the computer picked "at random" if the player chose automatic choice, and the player is also given a "receipt" which may be printed out and which sits in the player's "account". From that it will be seen when the money will be transferred, the name and address of the bank from which
 - 25 the money will come, and the reference of the winning(s), so that the player may follow the pay-out of the prize although this is normally outside the inspection carried out by Jackpot AS who only acts as lottery contractor for the various charitable organisations (lottery organisers)
- 30 the world over. Payment takes place from a local bank, but the player as well as the bank, organiser and contractor will be told who had what winnings, when and with which ticket.
- 35 - Over and above this the players may at any time go to their "accounts" and generate print-outs, receipts for local tax return forms etc., where players may retrieve for each fiscal year an overview of all gambling stakes (the

costs) and the various winnings (the income) from the game. The very greatest majority will operate at a loss just like in lotto, scratch cards etc., but they will nevertheless get excitement and value for their money. With a total of
5 75 per cent + 10 per cent as domestic and international winnings, a large international volume, and rapid turnover rate in the collections of tickets, the players on the "Global Jackpot" Internet pages will be guaranteed to get more out of every krone for which they play than from any
10 other known game.

Examples of network configurations, system utilisation and gambling stages are shown in the attached Figures 7-15, Figure 7 being a combined block diagram and flow chart
15 illustrating the information route followed in an example of an embodiment of a gambling system according to the invention based on on-line authorisation with the Spectra Payment System,
Figure 8 being a combined block diagram and flow chart
20 illustrating an embodiment of a gambling system according to the invention based on the use of a "smart card" also referred to as the "Jackpot Pay & Play Card",
Figure 9 being a block diagram showing an embodiment of a gambling system according to the invention where
25 substantially one main administration server is used, operating at domestic and international levels,
Figure 10 being a second example of an embodiment of a gambling system according to the invention, comprising substantially a main administration server communicating
30 with e.g. regional servers, as well as a lottery server and a Jackpot server,
Figures 11A and 11B being two sheets showing in the form of blocks the flow of information when utilising the embodiment shown in Figure 10,
35 Figure 12 being an overview diagram illustrating the presumed intensity of play in a gambling system according to the invention, in particular as related to regions, continents, confederation of states or similar,

Figure 13 being an overview chart illustrating a presumed playing frequency viewed in a global perspective and within certain time zones, and

Figures 14 and 15 being two diagrams showing the adjusted 5 amount of tickets (non-winning tickets) relative to the tickets sold per hour.

In connection with such a system it may be expedient to use an electronic card, e.g. a payment card or a credit card, 10 preferably electronic cards of the "smart card" type which may replace the use of coins or tokens as means of payment, in particular in pay-out machines or similar.

Such a card may incorporate a programmable unit, in 15 particular a microchip, the said payment card being appropriately arranged to have loaded into it data / information comprising a value permitting the holder to participate in a game, lottery and similar, arranged to be part of a global network modelled in such a way as to 20 provide access to games at a domestic / regional / international level in accordance with current rules within the jurisdiction applicable to the associated country, state etc. of individual users.

25 An example of such a card may be an electronic card of the "smart card" type where the "Jackpot Pay & Play Card" is intended to replace the use of coins or tokens as means of payment in pay-out machines in that the card incorporates a microchip in the same way as the "TeleKort" from Telenor, 30 being sold with 22, 65 or 150 units through Narvesen, Telenor, Post Offices, the Mix convenient stores etc. An electronic "Play Card" is to contain 10, 30 or 50 tickets @ NOK 10 per ticket. With the cards only containing a certain number of games when the cards are bought, the 35 cards then have a credit balance corresponding to the value of any tickets not used, i.e. that a new "Play Card" or "Game Card" is bought with a balance of either NOK 100, NOK 300 or NOK 500 (in local currency).

In that the cards both read and write, the player may collect winnings in the card and later on use these as means of payment when buying new tickets in that the winnings (the amount) will be transferred to the card via a 5 card reader (terminal). The "GameCard" is intended for use both via the Internet from one's own computer connected to a card reader and on games machines in amusement halls, restaurants, pubs, department stores, bus and train terminals, airports etc. being equipped with card reader 10 and software for electronic funds transfer between the player and the pay-out machine.

Due to the use of the "GameCard", tickets can be sold from the shop on the corner, in convenience stores, at the post 15 office, from commission agents for football pools and lottery companies etc. The distribution of "GameCard" will require room for a 5 per cent commission to the commission agents, but it will then replace the costs of on-line authorisation and fees and charges to banks and card 20 companies (for whom 4.5 per cent has been allowed). Norsk Tipping pays a 15 per cent commission to its commission agents on FLAX and QVICK tickets, while only paying 7.5 per cent to lotto commission agents (greater volume) and only 5 per cent for selling Rikstotto and V75. A commission of 5 25 per cent may therefore perhaps be sufficient.

One alternative is to sell the "GameCard" via amusement halls or similar, making it the responsibility of the placing party (the owner of the premises) to arrange for 30 sale of the smart cards for his 20 per cent of the net income.

- One point of the "GameCard" may be that the player may at any time transfer the balance in the card to his bank 35 account by "emptying" the card into the account for his winnings with Jackpot AS, asking that the amount be paid out / transferred to the player's bank account along the lines of an ordinary payment of winnings.

- The smart card is to provide easy access to the game as an alternative to the banks' own schemes such as e.g. "DigiCash" where the player carries with him just a balance which can only be used in combination with the registered 5 player number with which the card was first used, the card having a start-up program where the card is given an access code or a pin code from the gaming machine which is entered and which can never been changed, seeing that this is an operation which is valid only once in the card and where 10 this is controlled by an automatic start-up file which will subsequently close for good, so that a player may never use the card of another holder without all the winnings which may derive from unauthorised playing (abuse of the cards of others) ending up with the owner of the card. This 15 obviates storage in the card of all the user details (player number, country code, name, address, bank account etc.) which remain stored in the player's account on the server.

- 20 The invention also describes an international gambling system which utilises a *per se* known technology in a network model via the Internet with games machines at the domestic level in amusement halls and other public places (restaurants, pubs, department stores, convenience stores, 25 bus, train, and ferry terminals, airports etc.).

- The system allows access to the same games as on the Internet from an ordinary computer with a modem, but for use via terminals placed out in the same manner as ordinary 30 slot machines and similar, where the players play at the domestic level for domestic prizes in addition to playing together for an international "Global Jackpot" competing with players from the Internet and own terminals. This means that the players take part in precisely the same game 35 as takes place on the Internet, but from terminals in amusement halls and similar.

- The system connects together private and public gambling domestically and internationally.

- By means of the "PlayCard" and registration via the Internet of players who play on ordinary pay-out machines, the players may participate in a world-wide game in that the games machines are both connected together via the

5 Internet and to all other players playing on the Internet.

In addition, the system may be designed for use of CD-ROM for the transfer of sound, graphics etc. (the whole package of software), as the use of CD-ROM in the present concept

10 may be part of an additional security precaution to ensure that playing via the Internet only includes players who have bought he CD-ROM from the local Intertoto company in each country. This means that if you buy a CD-ROM disc from one of the Norsk Tipping commission agents, then you

15 cannot take part in "Global Jackpot" from Tipstjänst. On the other hand, a player may play with Norsk Tipping via the Internet from Kuala Lumpur provided he has first lived in Norway, has a Norwegian bank account and address and has bought software from Narvesen and taken with him the

20 notebook with its ISDN card or modem and software. It is only the purchase of tickets, payment routines, exchange of domestic and international tickets, access to databases, on-line function to the counter which shows in real time the exact amount in the international Jackpot which will

25 need, strictly speaking, to pass via the Internet.

P a t e n t C l a i m s

1. A system for transfer of data in a network, in particular in connection with games, lotteries, and the like, the said system comprising substantially one main administration server,
characterised in that the said main administration server, optionally via additional appropriate servers, communicates with domestic and / or regional and / or international users participating in the said game, lottery, and the like, at the domestic level in accordance with applicable rules in the said domestic / regional / international jurisdiction.
- 15 2. A system as stated in claim 1,
characterised in that the main administration server is arranged to control / monitor games / lotteries, and the like, which can be offered to network-connected users via one or several domestic organisations, and to ensure that gambling revenue from domestic users goes to respective domestic organisations, i.e. remains in the national state concerned where the organisation is (locally) registered.
- 25 3. A system as stated in claim 1 or 2,
characterised in that the main administration server is arranged to substantially in real time, allow stake-paying users access to one or several games, lotteries and the like, each individual game, lottery, and the like, being arranged to comprise a plurality of winnings, preferably varying money winnings commensurate with a pre-determined number of stake units.
- 35 4. A system as stated in one of the claims 1-3,
characterised in that international users participating in the said game, lottery, or the like, communicate with domestic and/or regional servers to which

they are connected over the Internet via the said main administration server, optionally via additional appropriate servers, based on the international telephone number with country code and area code to which the
5 personal computer (PC) of the player concerned is connected via a modem or an ISDN card, or similar, which will identify the location of the player and safeguard that the network game always takes place at the domestic level from the point of view of the player's location and in
10 accordance with applicable rules in the domestic / regional / international jurisdiction concerned.

5. A system as stated in one of the claims 1-4,
characterised in that the said main
15 administration server is arranged to control / monitor games, lotteries, and the like, which partly comprise varying basis winnings which can be won randomly and domestically, and which partly comprises a global bonus which can be won by any player connected to the network,
20 internationally.

6. A system as stated in claim 5,
characterised in that the said main administration server is arranged so that the said domestic
25 varying basis winnings are related to an initial part of the charge paid by a player per domestic game (alternatively turnover), while the said global bonus constitutes a second part of the said gambling charge, but calculated on the basis of the total number of
30 international users of the network.

7. A system as stated in claim 6,
characterised in that the said main administration server is arranged to pay out the said
35 domestic, varying basis winnings in the currency which relates to the currency of the home country of the player, and is arranged so that also the global bonus, although it has accumulated by means of a large number of international

users, is paid out as an additional local winning in the same user-related currency.

8. A system as stated in one of the preceding claims,
5 characterised in that the said main administration server is arranged so that for a domestic organisation it allows a game, lottery, or the like, comprising e.g. a certain number of tickets of equal or of varying value, and that games, lotteries, and the like,
10 will be permitted when the organisation concerned has itself or through others posted a financial guarantee for the value of the winnings to be paid out from the game, lottery, or the like, concerned, corresponding to the said portion of the gambling stakes (turnover).

15

9. A system as stated in one of the preceding claims, characterised in that the said main administration server is arranged so that payout of winnings in a local game takes place in a random manner
20 within the number of tickets / games which is permitted in each round of gambling / drawing of lots locally, and that the global winning associated with the number of international users of the network takes place after a random number of games.

25

10. A system as stated in claim 9,
characterised in that the global winning associated with international users of the network, is associated with a random time, respectively a global
30 "clock".

11. A system as stated in claim 9 or 10,
characterised in that payout of the global winning associated with the number of international users
35 of the network, takes place at least once a "day", and possibly depending on user location and intensity of users of the network.

12. An electronically controlled game, lottery, and similar games on a payout machine, comprising e.g. random games, skills games or combinations thereof,

5 characterised in that the individual game, lottery, or the like, is arranged to be part of a global network being so modelled as to allow access to gambling at a domestic / regional / international level in accordance with applicable rules within the jurisdiction which applies

10 to the country, state etc. with which the individual user is associated.

13. A game as stated in claim 12, characterised in that the individual game, lottery, or the like, is arranged to be part of a global network being so modelled as to allow access to gambling at a domestic / regional / international level which can be offered to users connected to the network via one or several domestic organisations or a state-run lottery, and

20 to safeguard that gambling revenue from domestic users goes to respective domestic organisations, i.e. remains in the national state concerned where the organisation is (locally) registered.

25 14. A game as stated in claim 12 or 13, characterised in that the individual game, lottery, and the like, is arranged to be part of a global network being so modelled as to allow access to gambling at a domestic / regional / international level in order

30 substantially in real time to allow access for stake-paying users to one or several games, lotteries, and the like, each individual game, lottery, and the like, being arranged to comprise a plurality of winnings, preferably varying money winnings commensurate with a pre-determined number of

35 stake units.

15. A game as stated in one of the claims 12-14, characterised in that the individual game, lottery, and the like, is arranged to be part of a global

network being so modelled as to allow access to gambling at a domestic / regional / international level which partly comprises varying basis winnings which can be won randomly and domestically, and which partly comprises a global bonus
5 which can be won by any player connected to the network, internationally.

16. A game as stated in one of the claims 11-14, characterised in that the individual game, lottery, and the like, is arranged to be part of a global network being so modelled as to allow access to gambling at a domestic / regional / international level based on a series of tickets drawn electronically in advance which will by means of suitably varied electronic animation allow
15 the individual player access, via his or her personal computer, play terminal or gambling machine, to choose the type of game, e.g. reel slot, video poker, bingo, scratch card, and others.

20 17. A game as stated in claim 16, characterised in that the game is part of a global network where each individual player after having chosen a game, may participate in a domestic game which partly comprises varying basis winnings which can be won
25 randomly and domestically, and are related to an initial part of the gambling charge domestically and where the player at the same time participates in a global game which partly comprises a global bonus constituting the second part of the gambling charge, but calculated on the basis of
30 the total number of international users of the network.

18. A game as stated in claims 16 or 17, in particular in the form of "reel slot", comprising an initial number of reels where on each wheel a certain number of symbols is
35 arranged, and that the probability of winning is changed by one of the symbols, e.g. a jackpot symbol, being duplicated on one or several of the reels in order thereby to increase the chances of drawing a winning ticket, this duplication

respectively resetting to its normal state may take place within given periods of time.

19. A game as stated in claim 18,
5 characterised in that the adjustment with regard to the probability of winning is done electronically in that one or several of the non-winning tickets will be removed from the pot from which the computer makes the draw, so that there will be fewer tickets in the collection
10 of tickets and thus a higher probability of drawing a winning ticket which may incidentally also give a global winning.

20. A game as stated in one of the claims 12-19,
15 characterised in that the amount of tickets, in particular the number of non-winning tickets, is being adapted automatically to the number of players from time to time participating in the local game, yet still with the possibility that, together with a local winning, a global
20 winning may be won.

21. A game as stated in one of the claims 12-20,
characterised in that by means of various forms of animation various types of games are provided,
25 based on the corresponding tickets drawn in advance by means of menus controlled by a computer mouse or a touch sensitive screen, in particular in the form of a home computer connected to an international network, e.g. the Internet.

30 22. Utilisation of a network, in particular an international network, in particular in connection with games, lotteries and the like,
characterised in that the individual game
35 can be provided by appropriate animation in the form of e.g. reel slot, video poker, bingo, scratch card, etc. and that the game takes place via e.g. the Internet, yet is still played locally in accordance with applicable laws and

rules where the individual player normally has his residence and from where he or she normally plays the game, e.g. from a home computer.

5 23. Utilisation as stated in claim 22, characterised in that the individual game is menu-driven and that the introduction and the explanation for the individual game are worded in the language of the individual countries in the countries where the game is
10 approved, while a home page may be worded in one or several internationally accepted world languages, e.g. in English.

24. Utilisation as stated in claim 22 or 23, characterised in that the introduction menu incorporates the keying in of a country code, e.g. part of .. the player's international telephone number, the said country code providing information whether the owner of the game has applied for a licence and whether the local authorities have approved the domestic game concerned.

20 25. Utilisation as stated in one of the claims 22-24, characterised in that the individual games are planned in a way to allow
(i) the authorities to make full inspection of the game,
25 (ii) the game to follow/be adapted to local laws and rules,
(iii) the game to be played via e.g. the Internet, yet equally at the local, domestic level,
(iv) in the local language,
30 (v) where e.g. 25 per cent of the turnover corresponding to 62.5 per cent of the profits, revert to local, domestic, charitable organisations or state-run lotteries, and
(vi) where e.g. 50 per cent of the gambling turnover in
35 the individual country revert to the players in that country (based on local, domestic lotteries), while
(vii) for instance 10 per cent of all gambling stakes in the individual country and hence 10 per cent of all

gambling stakes on a world-wide basis go towards a "Global Jackpot" which is being broken at least once every 24 hours,

5 (viii) the international top prize is drawn by the drawing of lots with exactly the same probability (odds) of winning irrespective of where in the world you play from,

10 (ix) where electronic drawing of lots is done by internationally recognised (certified) draw systems and

(x) under surveillance by Norwegian police authority, while

(xi) all domestic winnings are paid out locally through local banks,

15 (xii) in local currency, and

(xiii) all Global Jackpot winnings up to the counter value of NOK 500,000 are paid out in the local currency of the individual player, while any excess amount from winnings in excess of NOK 500,000 are

20 paid out in the form of units in international money funds, e.g. units in Fidelity Fund, and

(xiv) winnings already international are transferred to the player's home country in order

(xv) to secure domestic control of the gambling income

25 (matters of tax and wealth etc.)

26. Utilisation as stated in one of the claims 22-25, characterised in that the probability of winning in each local country is substantially the same and

30 that stake and winning amount are also substantially equal in all countries, in addition to the fact that all players internationally play for a common global winning offering equal chances of winning irrespective of the local gambling venue.

35 27. Utilisation as stated in one of the claims 22-26, characterised in that the menu provides an overview of the organisation(s) or the state-run lottery,

offering the game concerned in the country concerned, and that the menu allows choice of type of game or choice of machine associated with the organisation selected.

5 28. Utilisation as stated in one of the claims 22-27,
characterised in that after the player has
selected the organisation to benefit from the game, the
player then chooses between the various games offered, e.g.
slot machine, poker, bingo, scratch card etc., which gives
10 access to both the domestic game chosen and the
international game which may provide a global winning in
addition to any domestic winning.

15 29. Utilisation as stated in one of the claims 22-30,
characterised in that the player on his computer screen receives information if the game, e.g. the ticket, gives a winning, and that the screen also informs about at least the last global winning paid out, in particular the time of day and the amount, and that the 20 screen shows the new global winning being accumulated.

25 30. Utilisation as stated in one of the claims 22-29,
characterised in that the user on his screen retrieves statistical details concerning one or several or all games, in particular statistics of the countries to whom the most global winnings have been paid out, relative to relevant parameters, e.g. the number of players etc.

30 31. Utilisation as stated in one of the claims 22-30,
characterised in that the player on his screen, on completion of a gambling round, e.g. after ten games, or ten tickets drawn, may obtain a print-out of the gambling round showing the tickets (number codes) bought and the winnings they gave, optionally verified against a 35 list of draws which may be available in a separate menu in the game.

32. Utilisation as stated in one of the claims 22-31,
characterised in that if the player has won

one or several winnings, it or they will be transferred automatically to the player's bank or the player's smart card, or similar, and that the player may in addition obtain a print-out of the receipt for the winning(s) being 5 addressed to the player's "gambling account".

33. Utilisation as stated in one of the claims 22-32, characterised in that payment to players who have won takes place from a local bank, and that also 10 payment to the organisation offering the game is settled via its local bank, respective credit institution.

34. Utilisation as stated in one of the claims 22-33, characterised in that technology which is 15 per se known is utilised in a global network model, e.g. by means of the Internet, the network model being arranged to communicate with gambling machines at a domestic level in e.g. amusement halls, other public places, more specifically restaurants, pubs, department stores, 20 convenience stores, bus, train and ferry terminals, airports etc.

35. Utilisation as stated in claim 34, characterised in that the system allows 25 access to games on such gambling machines via a computer with a modem, the computer with modem communicating with the said global network, e.g. the Internet, in the form of terminals placed out as ordinary gambling machines, e.g. slot machines, and similar, the said terminals allowing 30 individual players to play domestically for domestic winnings in addition to playing together for an international global winning in competition with players connected to their own terminals internationally.

35 36. Utilisation as stated in claim 34 or 35, characterised in that the individual terminals with pertaining player participates in a first domestic game together with other domestic players, while at the same time participating internationally in an

overall global game, but from terminals in amusement halls and similar.

37. Utilisation as stated in one of the claims 34-36,
5 characterised in that the system is arranged for connecting together private and public gambling both domestically and internationally, all in accordance with applicable rules in the domestic /regional / international jurisdiction concerned.

10

38. Utilisation as stated in one of the claims 34-37,
characterised in that individual players from their terminals can on the one hand play on so-called ordinary payout machines, and in addition that each player
15 may participate in a world-wide game, the payout machines / gambling machines via the said global network being arranged for being connected together in local groups and linked to all other players playing in the said network.

20 39. Utilisation as stated in one of the claims 34-38,
characterised in that the individual terminals allow access to ordering and purchasing of tickets, or the like, for participation in the said game, ordering and purchasing being possible to take place via a
25 suitable commission agent.

40. Utilisation as stated in one of the claims 34-39,
characterised in that CD-ROM is used for the transfer of sound, graphics, etc., and that the CD-ROM is
30 used as additional security for qualified users.

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Fig. 1.
WINNINGS SCHEDULE

NO.OFF	PRIZE	FORECAST OF PRIZES			TICKETS
		SUM	ODDS		
100000	20	2000000	10		1000000
20000	50	1000000	2		1000000
10000	100	1000000	1		1000000
1000	1000	1000000	0,1		1000000
100	5000	500000	0,01		1000000
50	10000	500000	0,005		1000000
20	25000	500000	0,002		1000000
10	50000	500000	0,001		1000000
5	100000	500000	0,0005		1000000
131185		7500000			1000000

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Fig.2.

**JACKPOT VS. FLAX SCRATCH CARDS
PER NOK 10 MILL. TURNOVER**

NO.OFF	JACKPOT WINNINGS	SUM	NO.OFF	FLAX Winnings	SUM	JACKPOT	FLAX	DIFF. NO.OFF	DIFF. SUM
150000	10	1500000	0	10	0	150000	0	0	1500000
25000	20	500000	90000	20	1800000	250000	90000	-65000	-1300000
0	40	0	30000	40	1200000	0	30000	-30000	-1200000
10000	50	500000	0	50	0	10000	0	10000	500000
2500	100	2500000	5000	100	5000000	2500	5000	-2500	-250000
1000	250	2500000	0	250	0	1000	0	1000	250000
500	500	2500000	0	500	0	500	0	500	250000
250	1000	2500000	500	1000	5000000	250	500	-250	-250000
50	5000	2500000	30	5000	150000	50	30	20	100000
25	10000	2500000	0	10000	0	25	0	25	250000
10	25000	2500000	0	25000	0	10	0	10	250000
5	50000	2500000	3	50000	150000	5	3	2	100000
5	100000	5000000	2	100000	200000	5	2	3	300000
0	500000	0	1	500000	500000	0	1	-1	-500000
189345	5000000	125536	5000000	189345	125536	63809	0		

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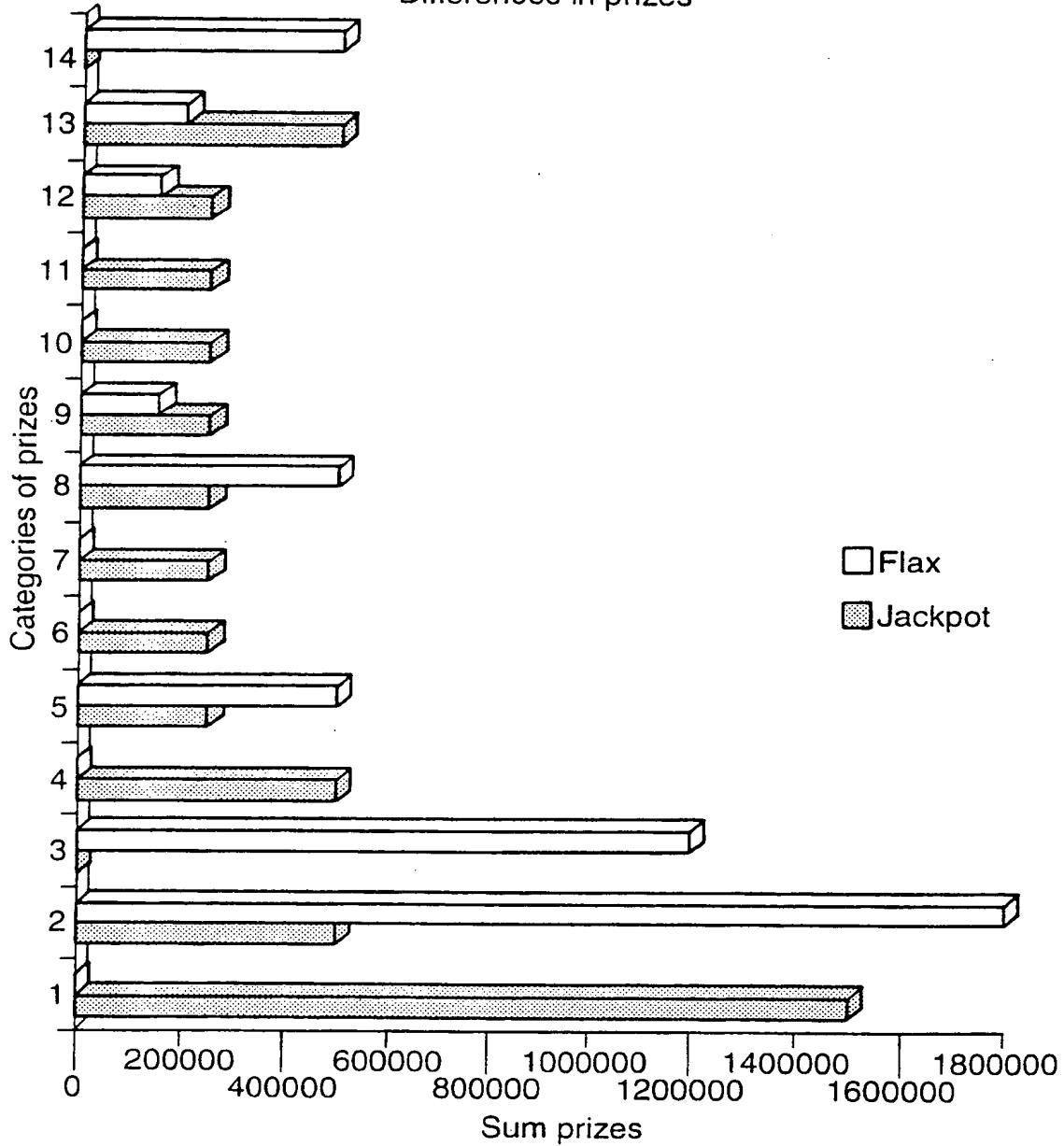
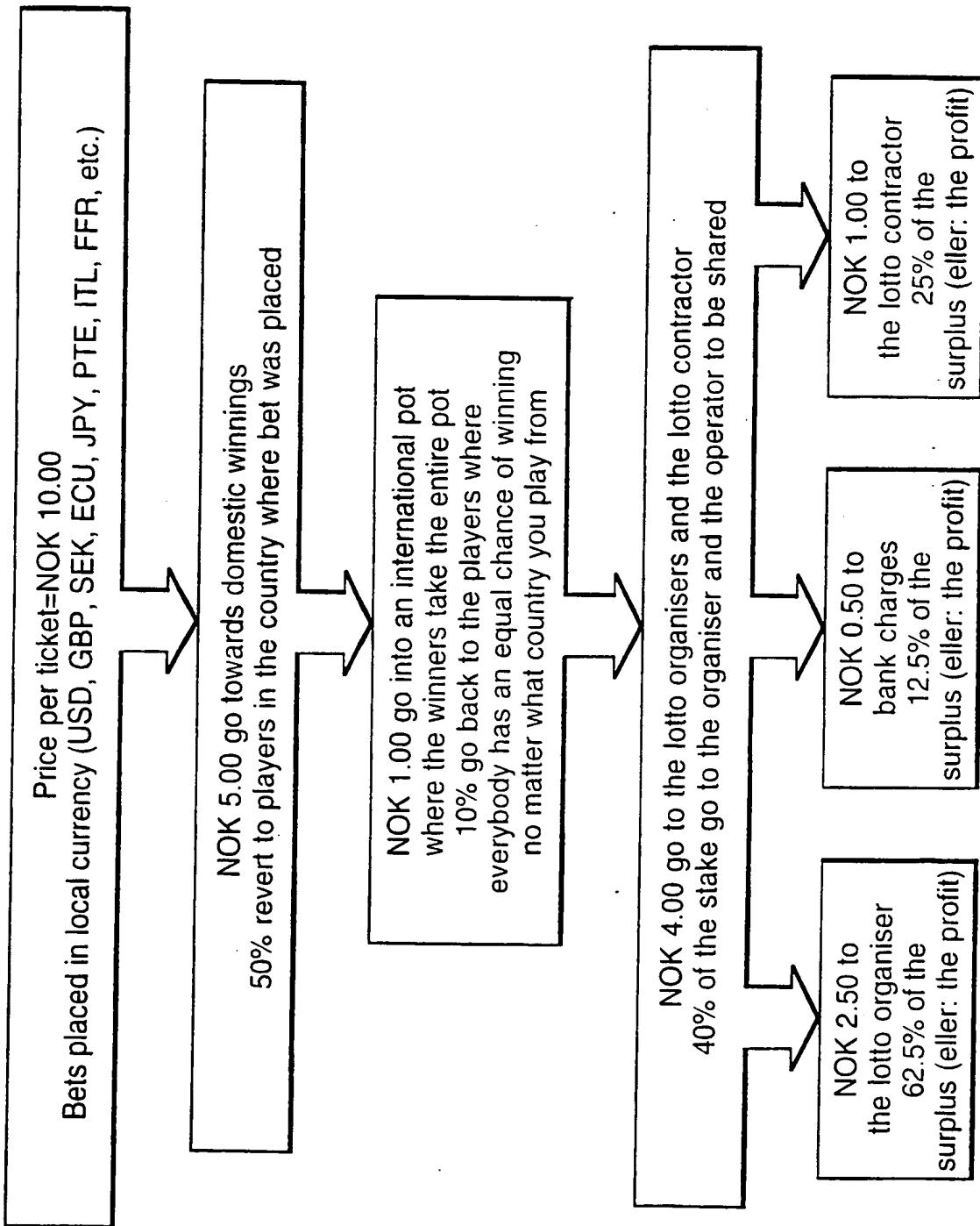
Fig.3.Comparison of prizes
Differences in prizes

Fig. 4A.

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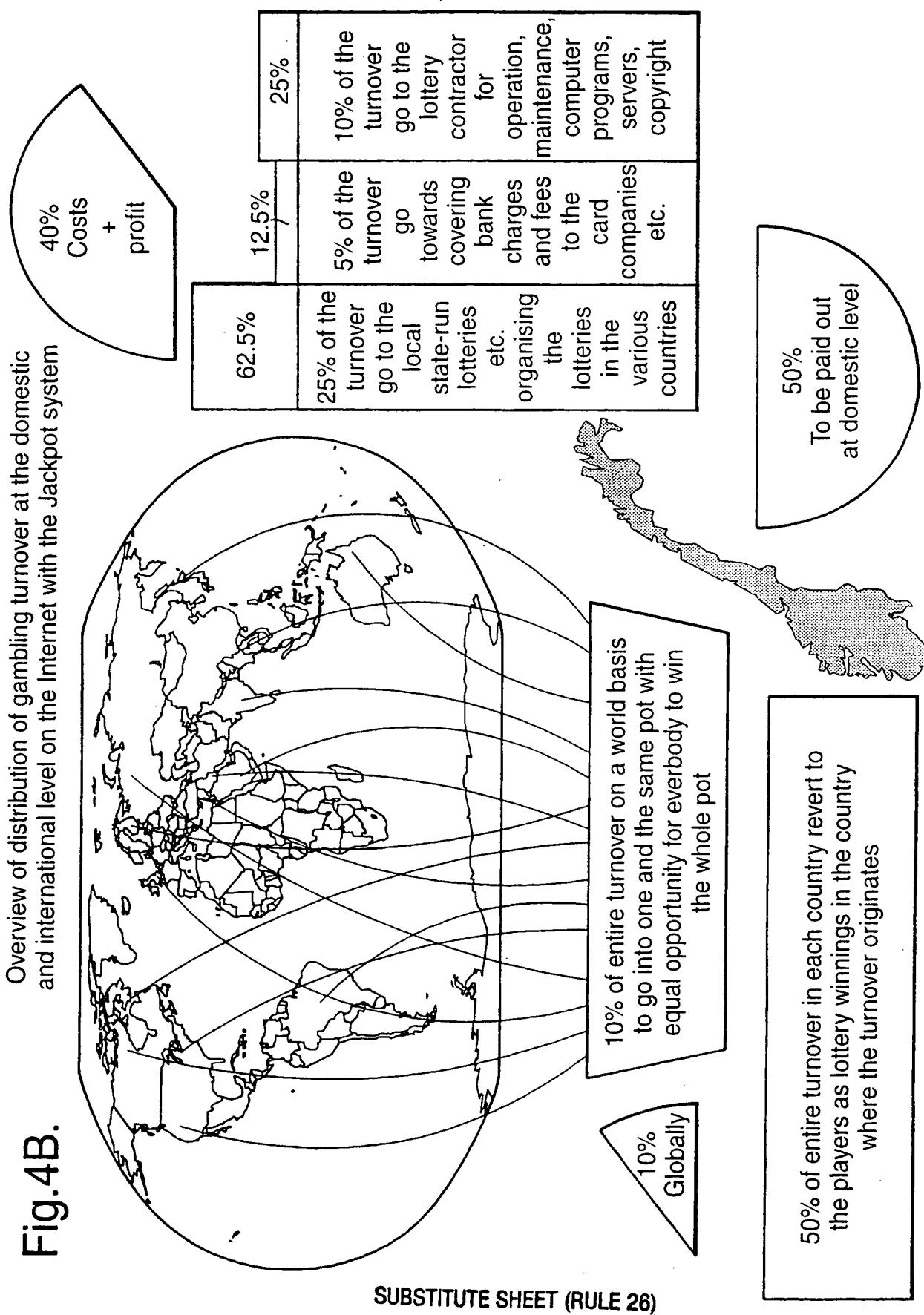


Fig.5.
Distribution of stakes on domestic winnings, international 'Jackpot', profit to organisers / contractors etc.

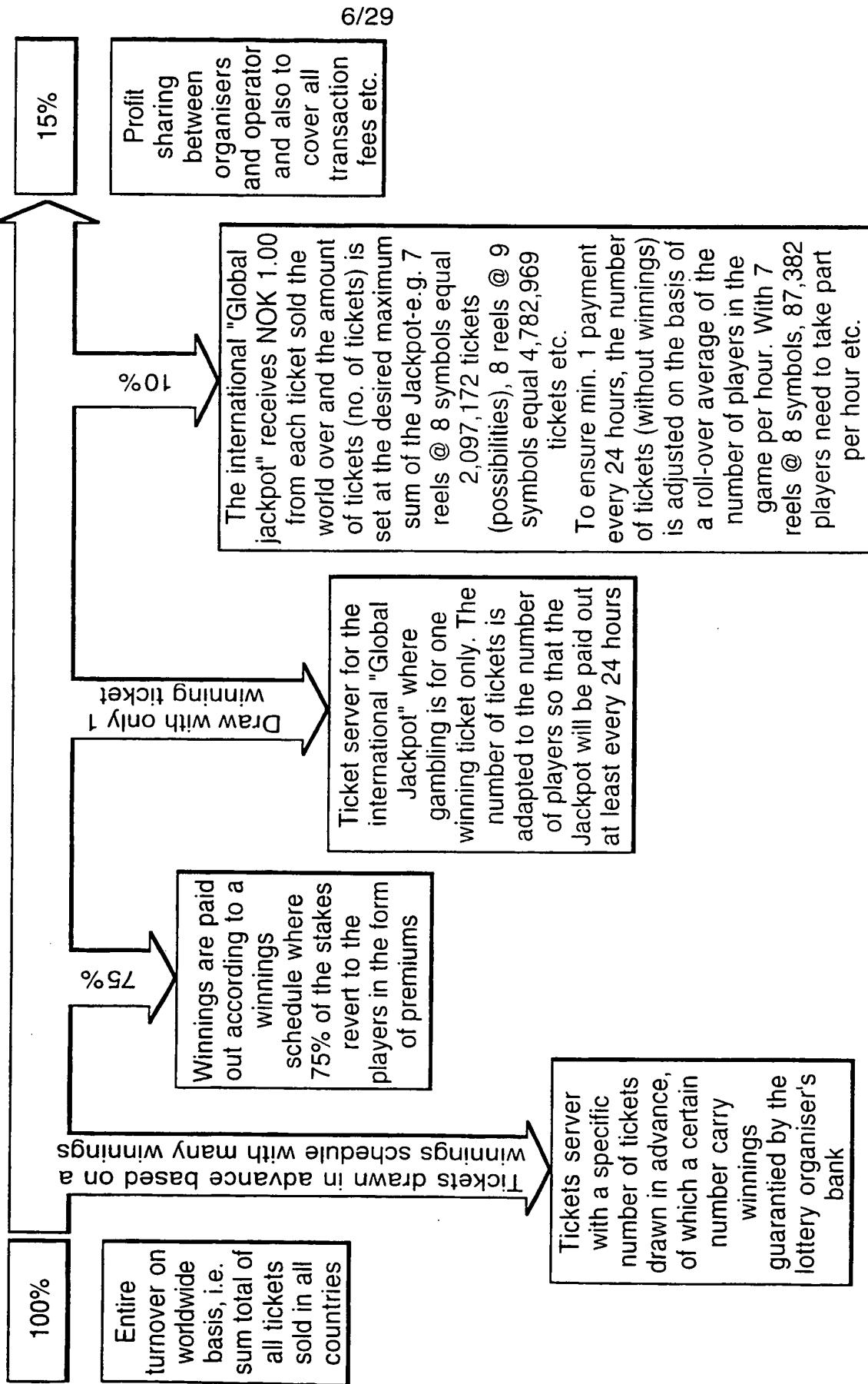
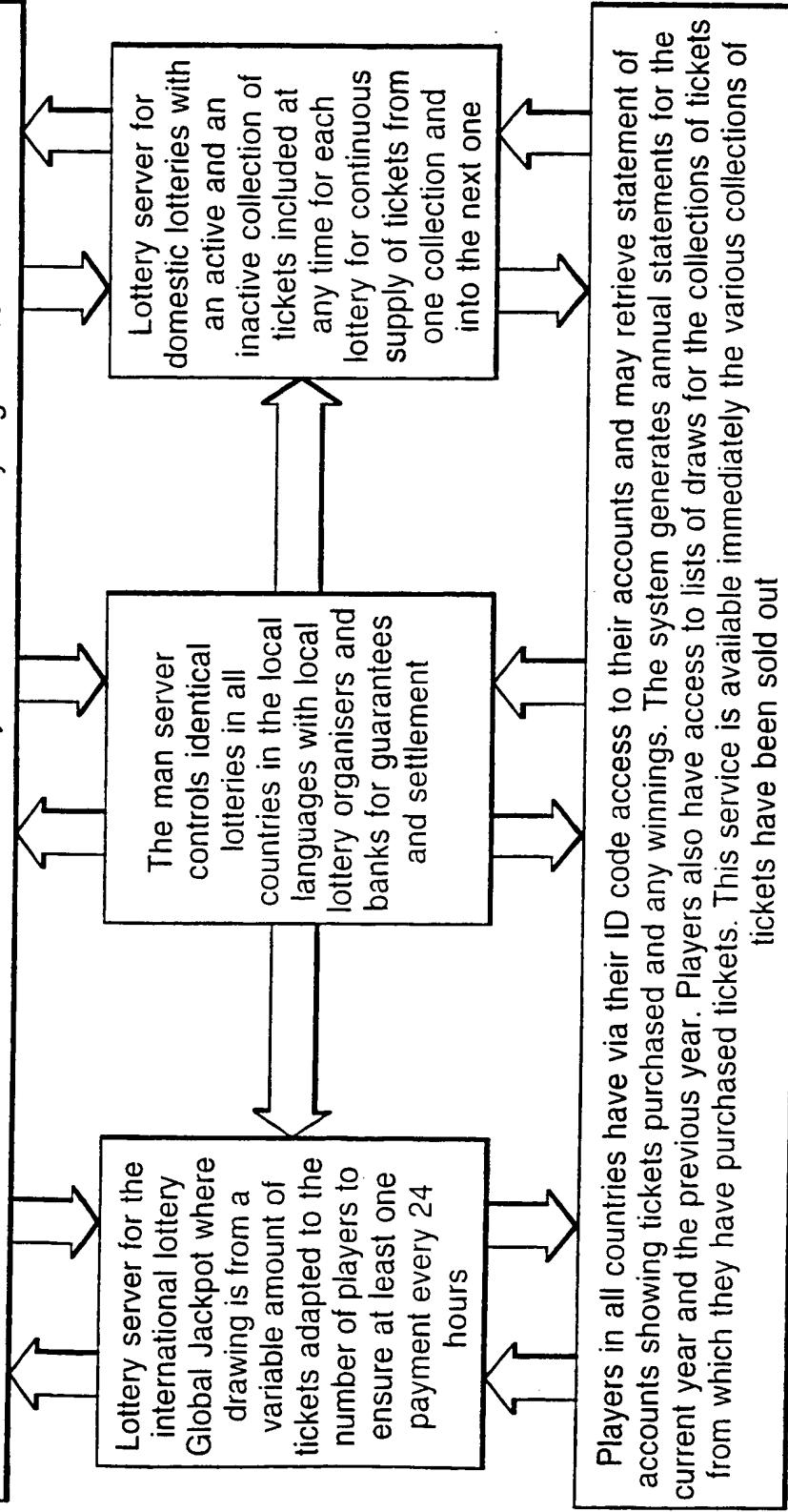


Fig.6.

System outline showing the open architecture of the system with full access for the Authorities in all countries to inspect the system

The authorities in all countries where the lottery is permitted have access via the internet to all jackpot servers with their own password (ID code), so that local police authorities will be able to check that only licensed lottery organisers take part on the internet. Local police authorities will also be able to check that the lottery servers execute the draws according to the applicable winnings schedule, that security has been posted for the lotteries run by the various lottery organisers



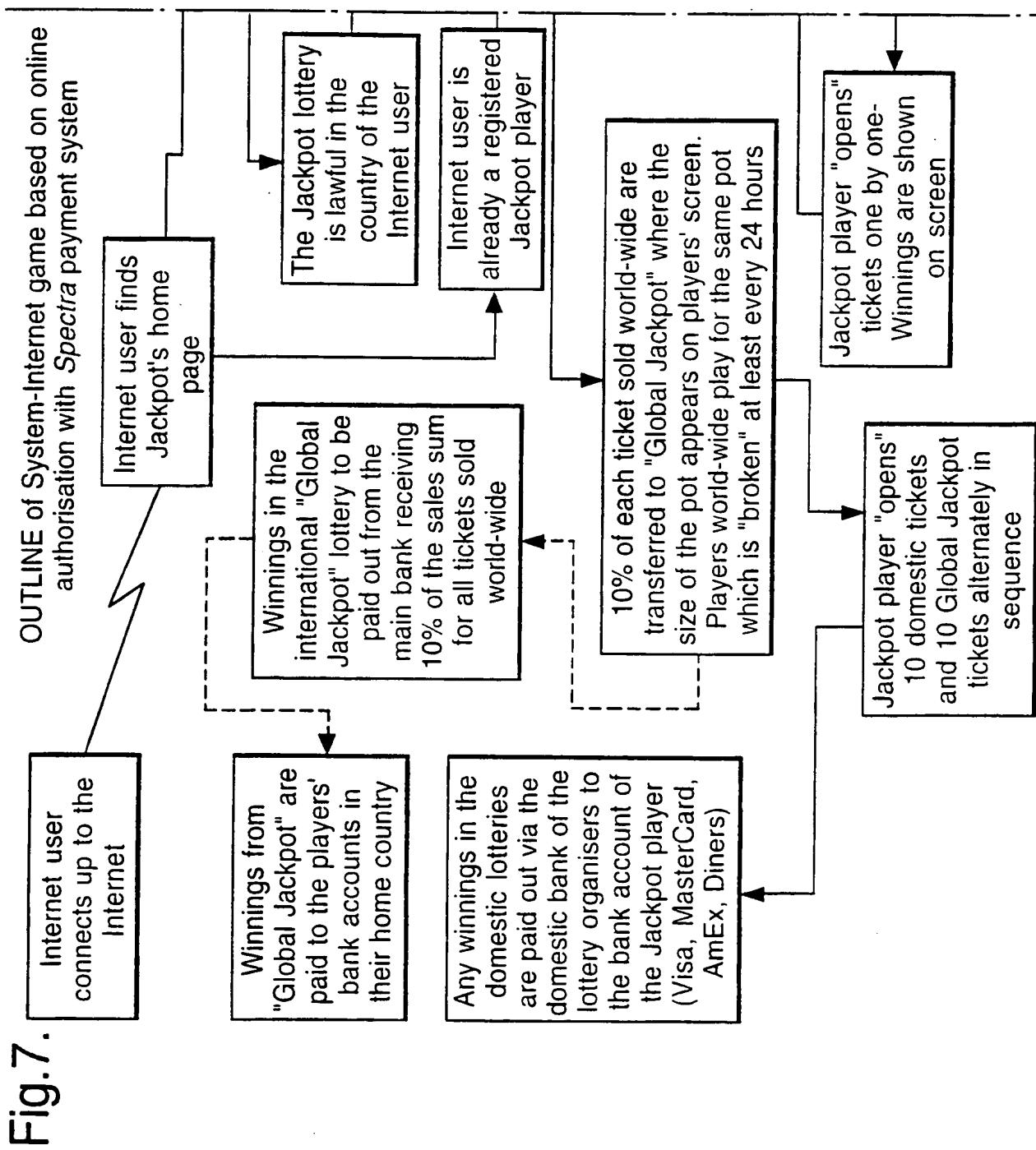
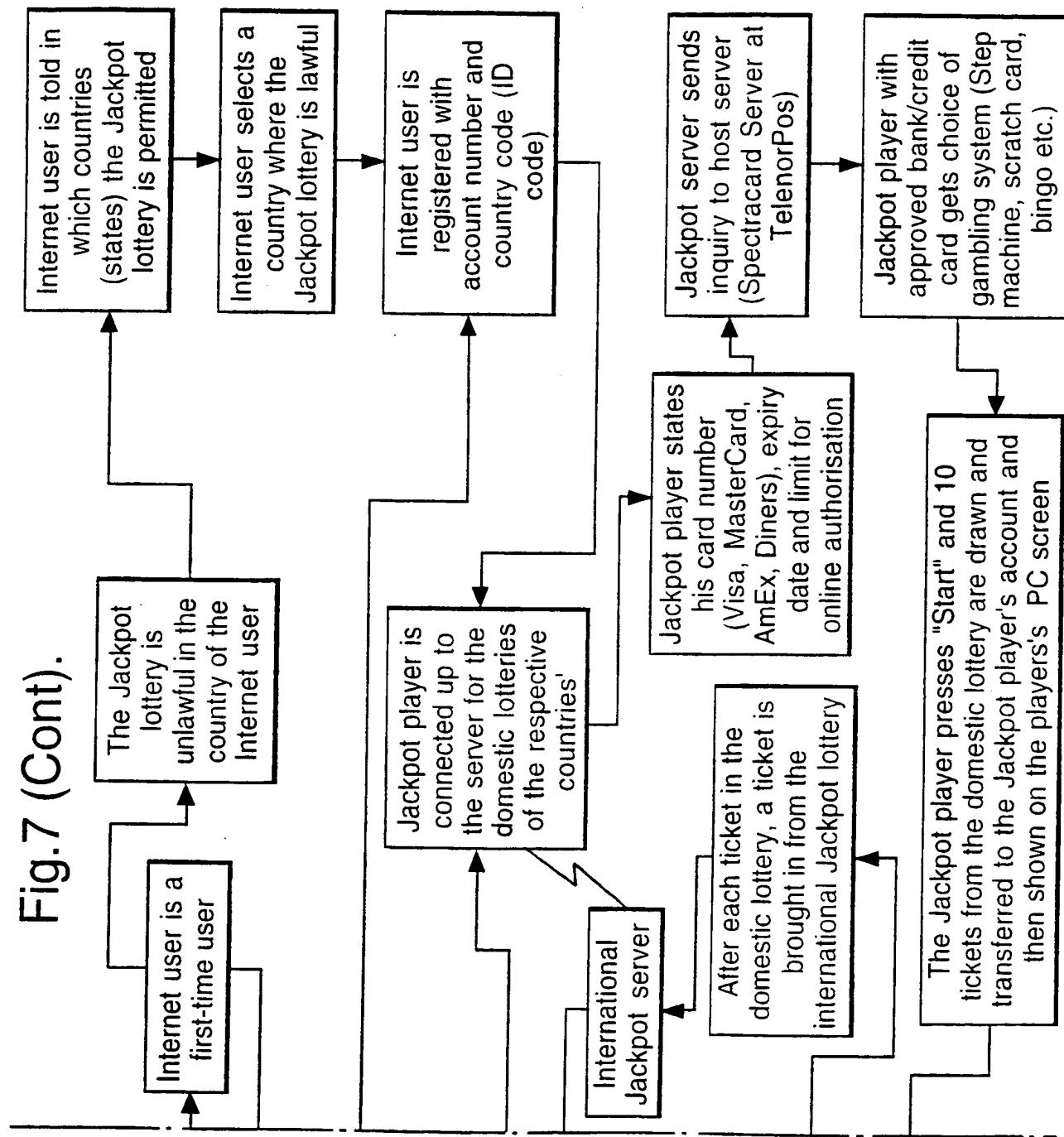
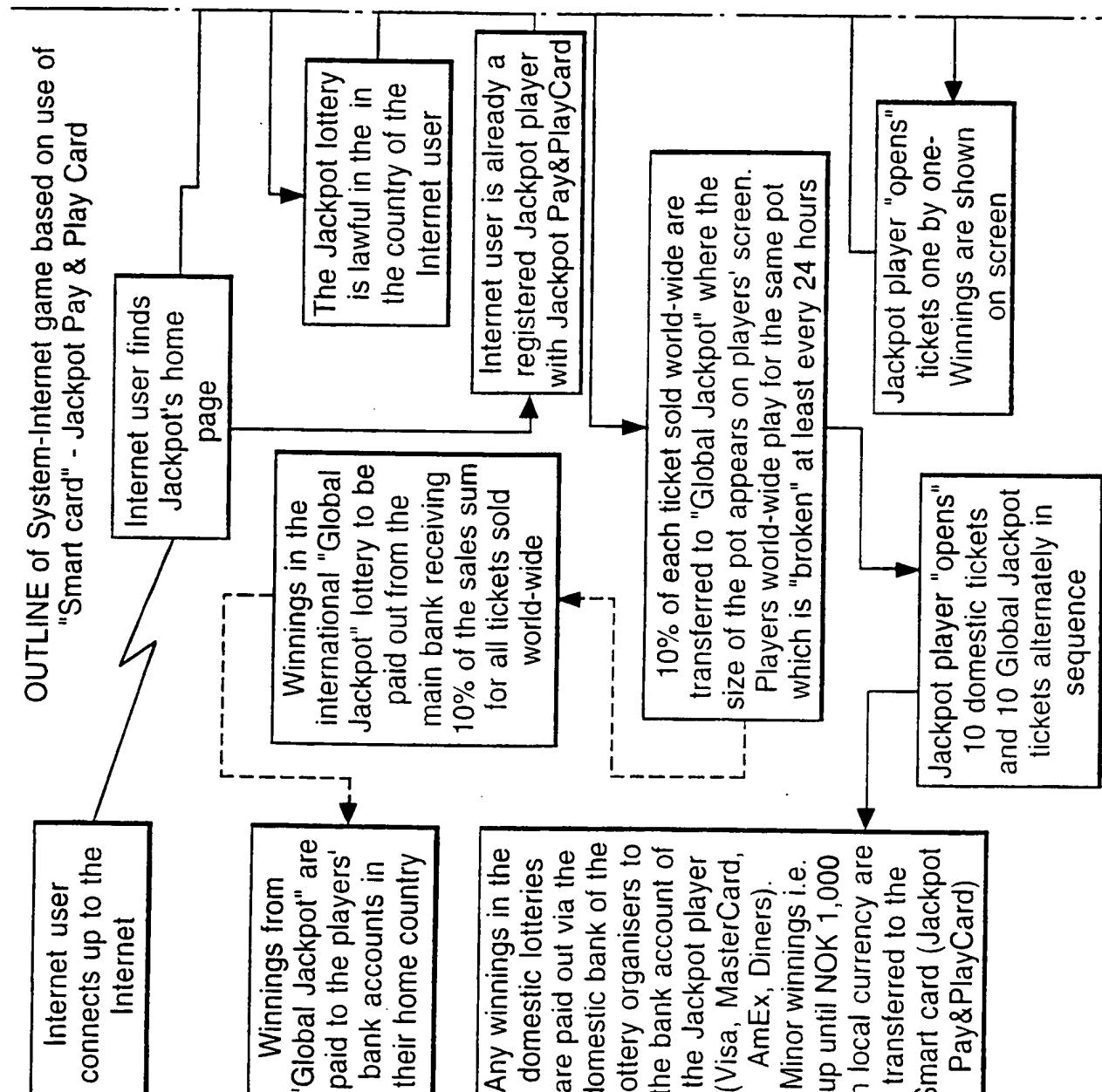


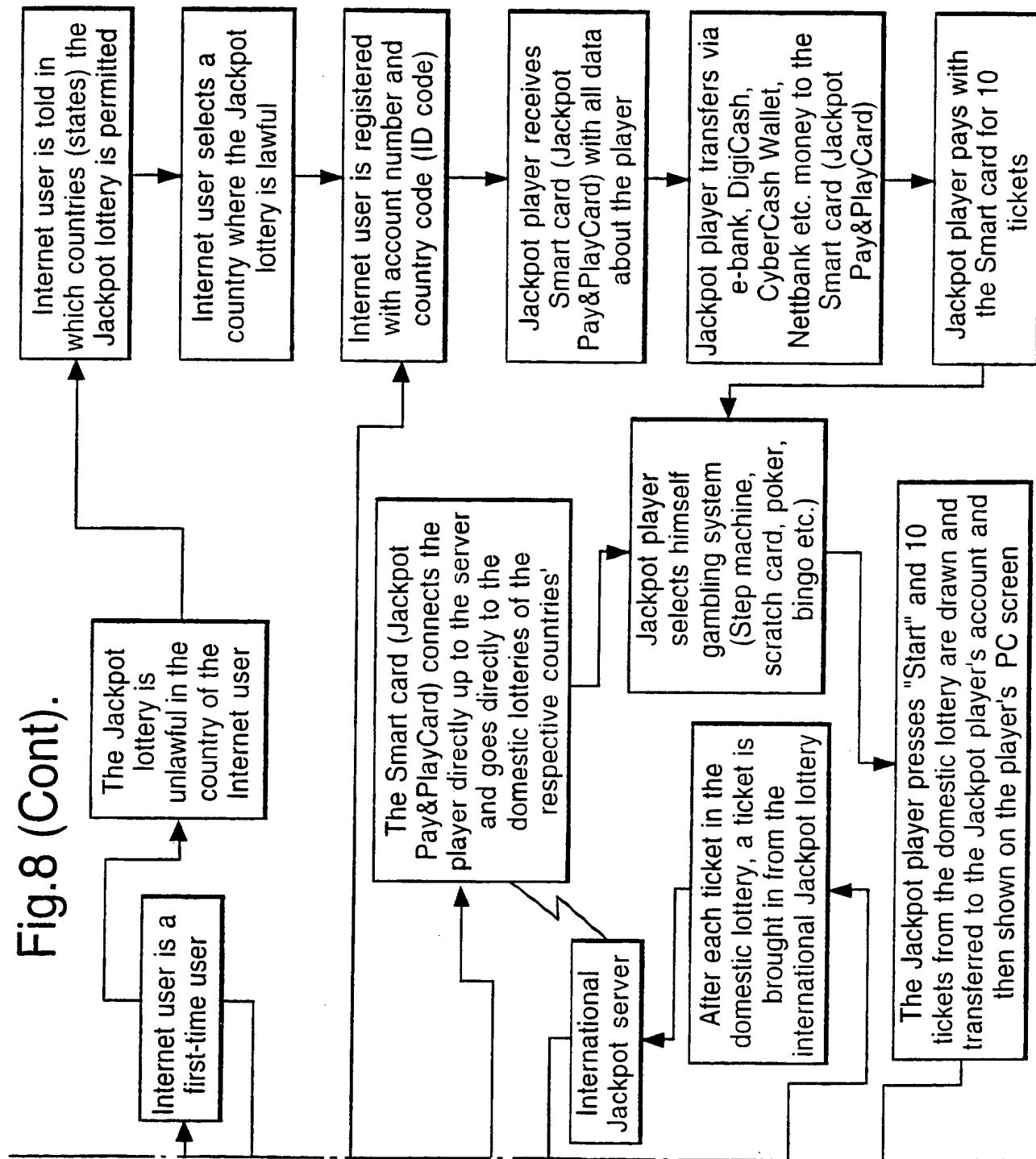
Fig.7 (Cont.).



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**Fig.8.**

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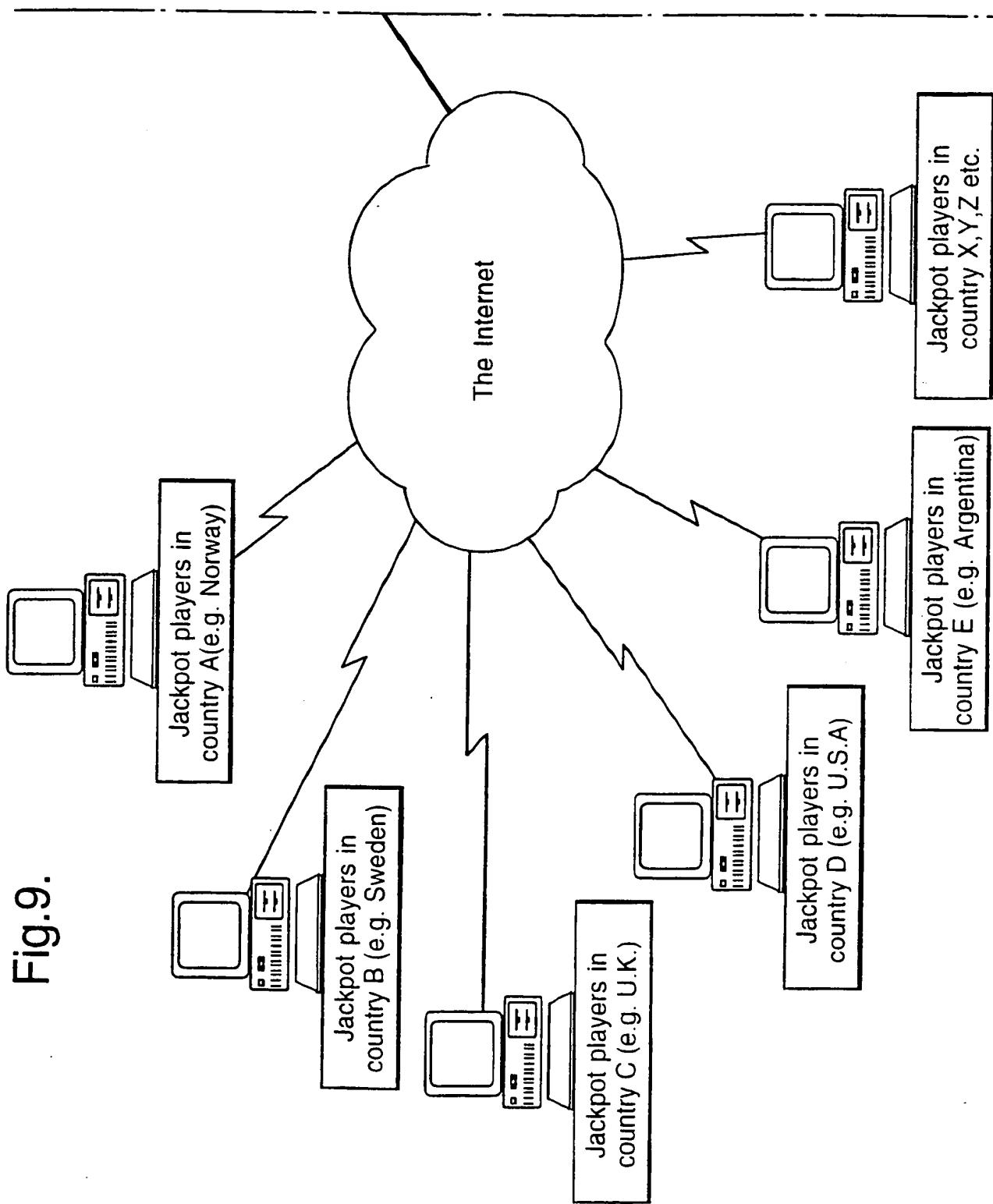
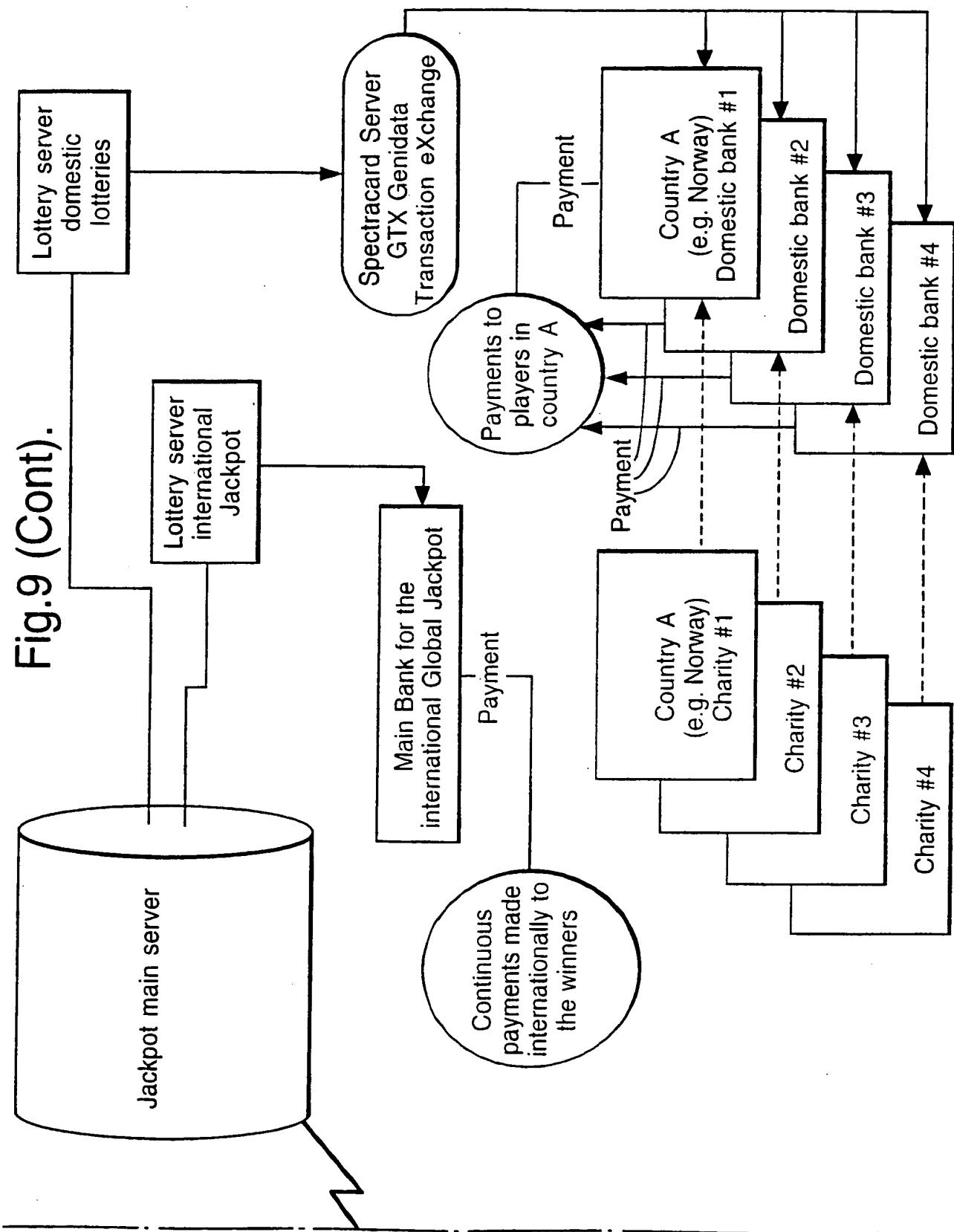


Fig.9 (Cont).



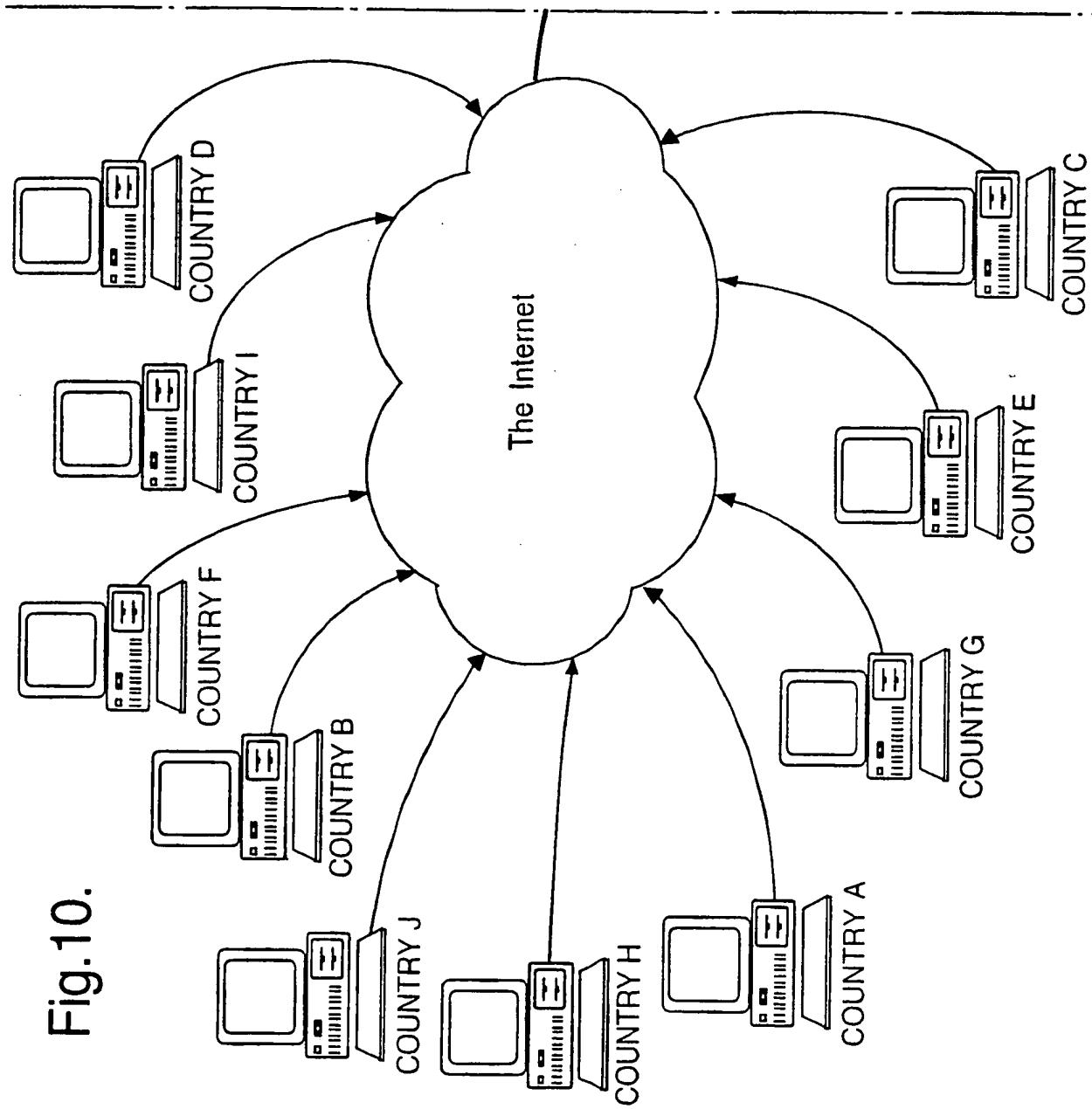
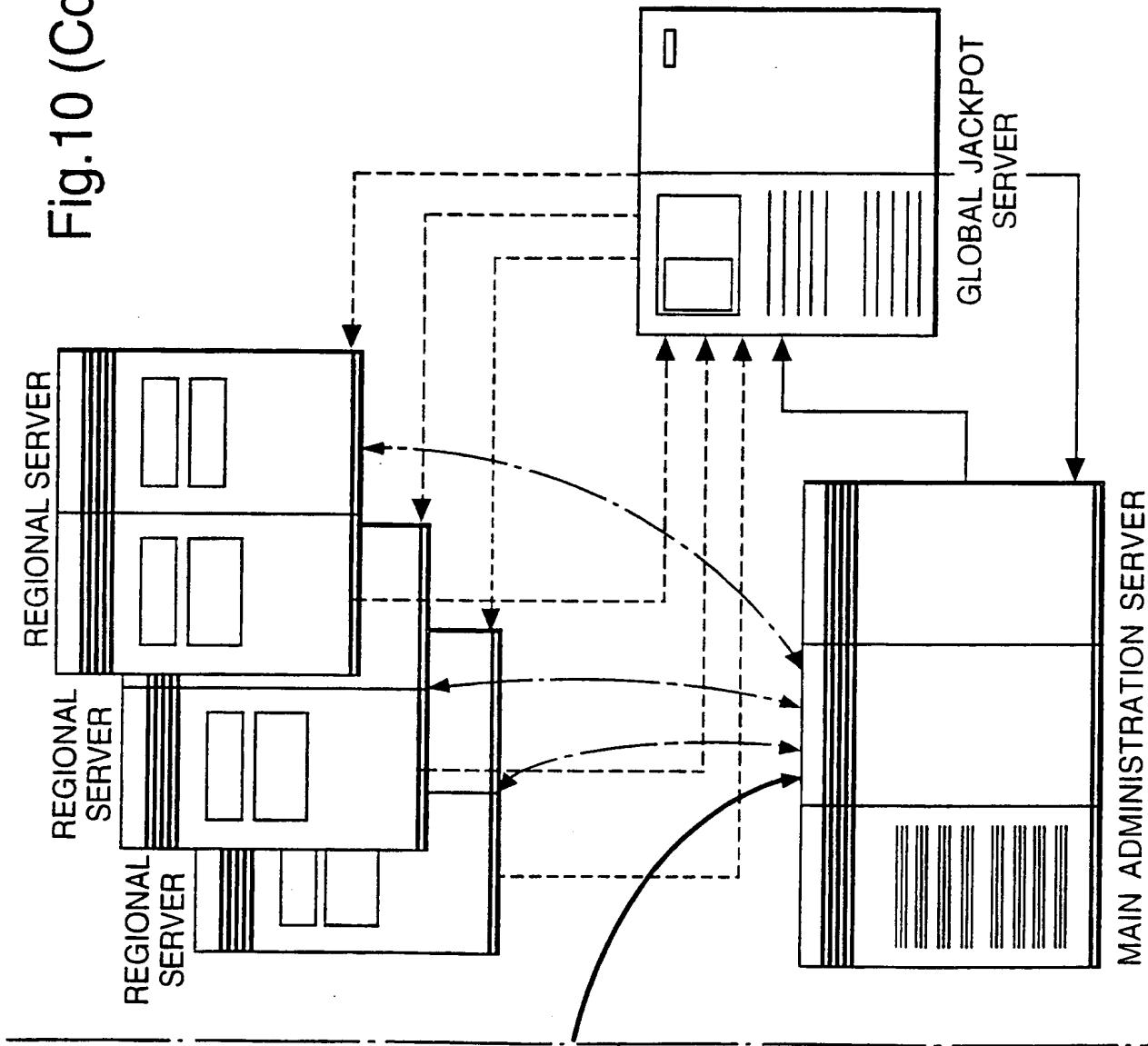


Fig. 10 (Cont.).



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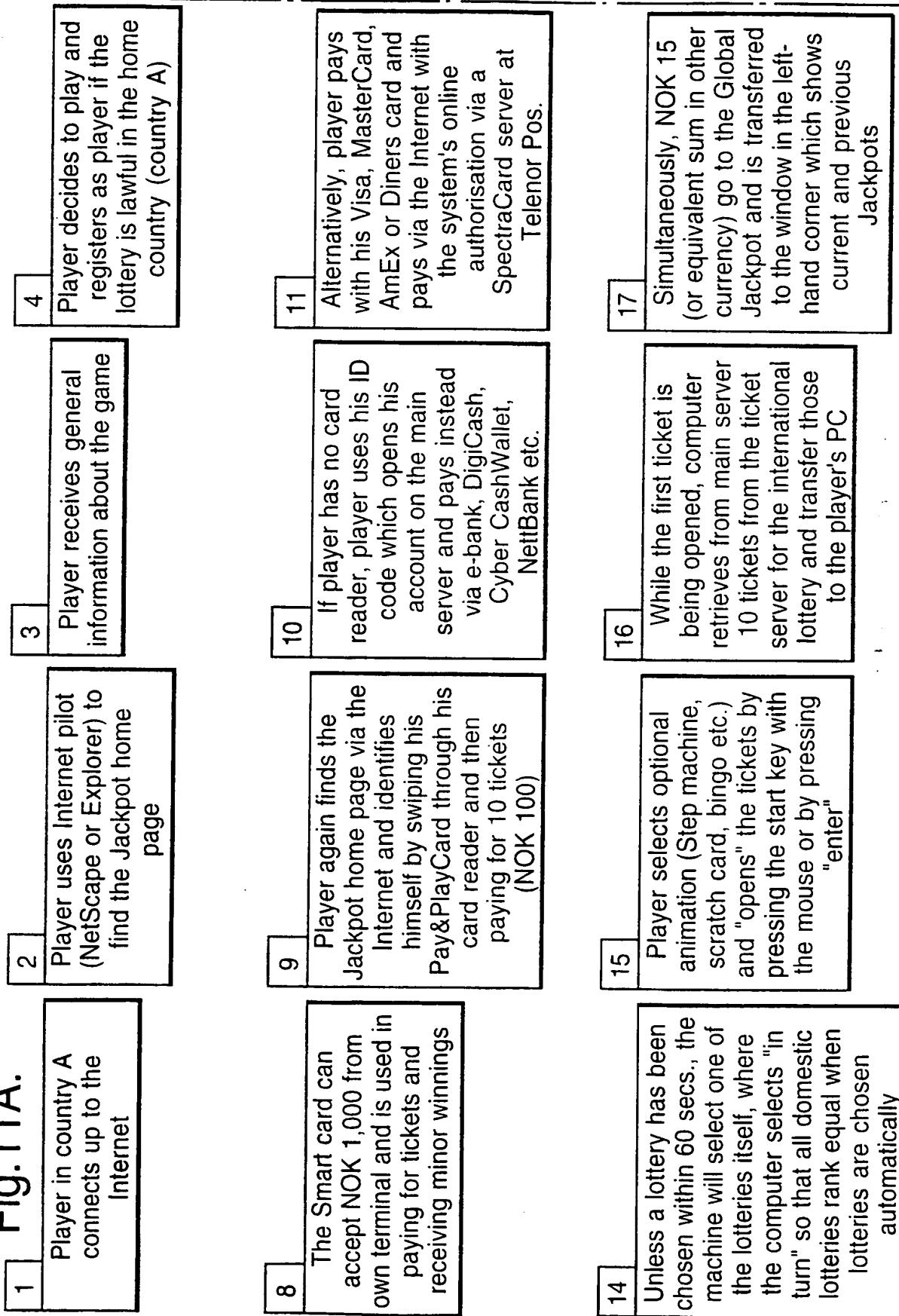
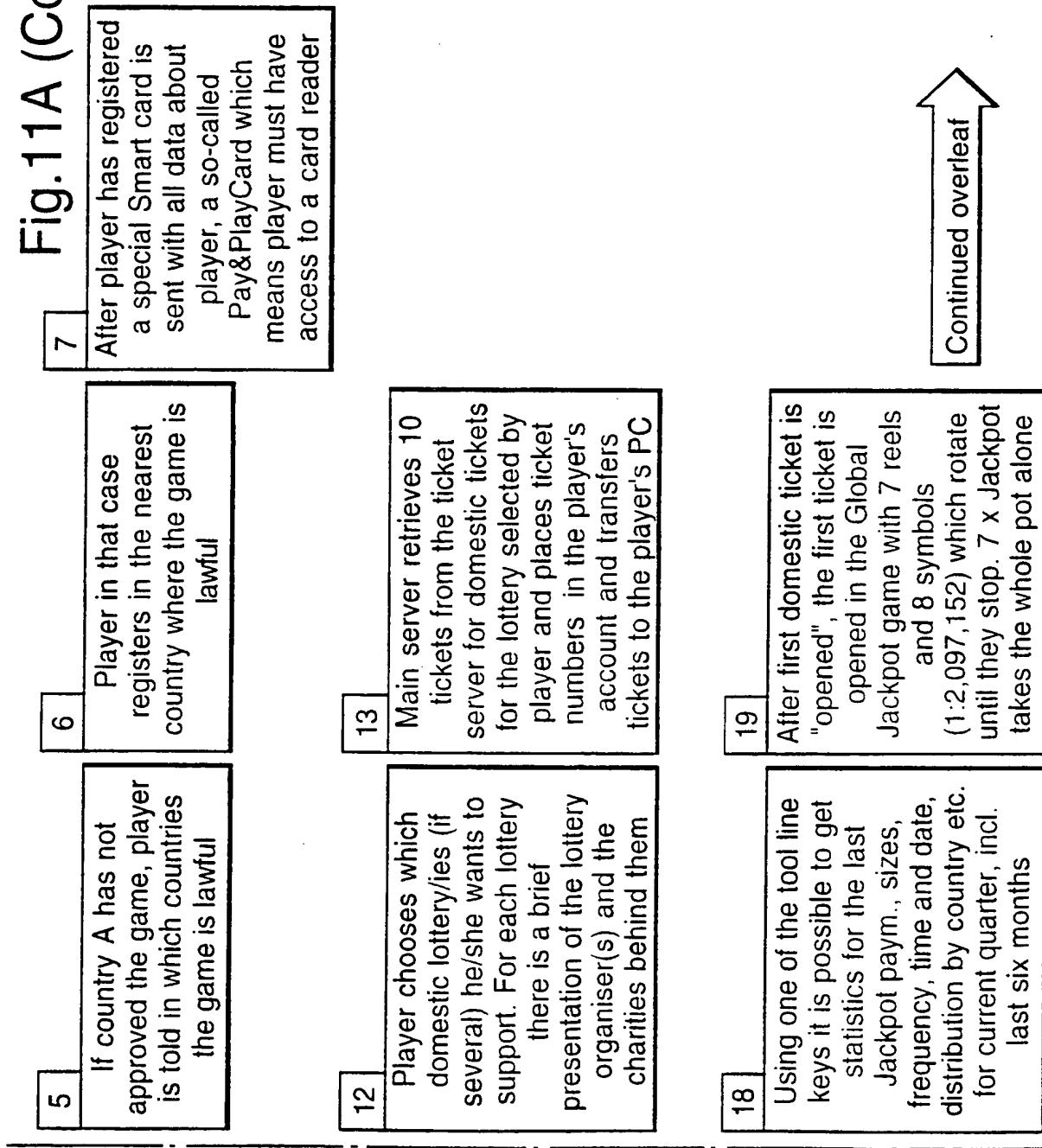
Fig. 11A.

Fig. 11A (Cont.).

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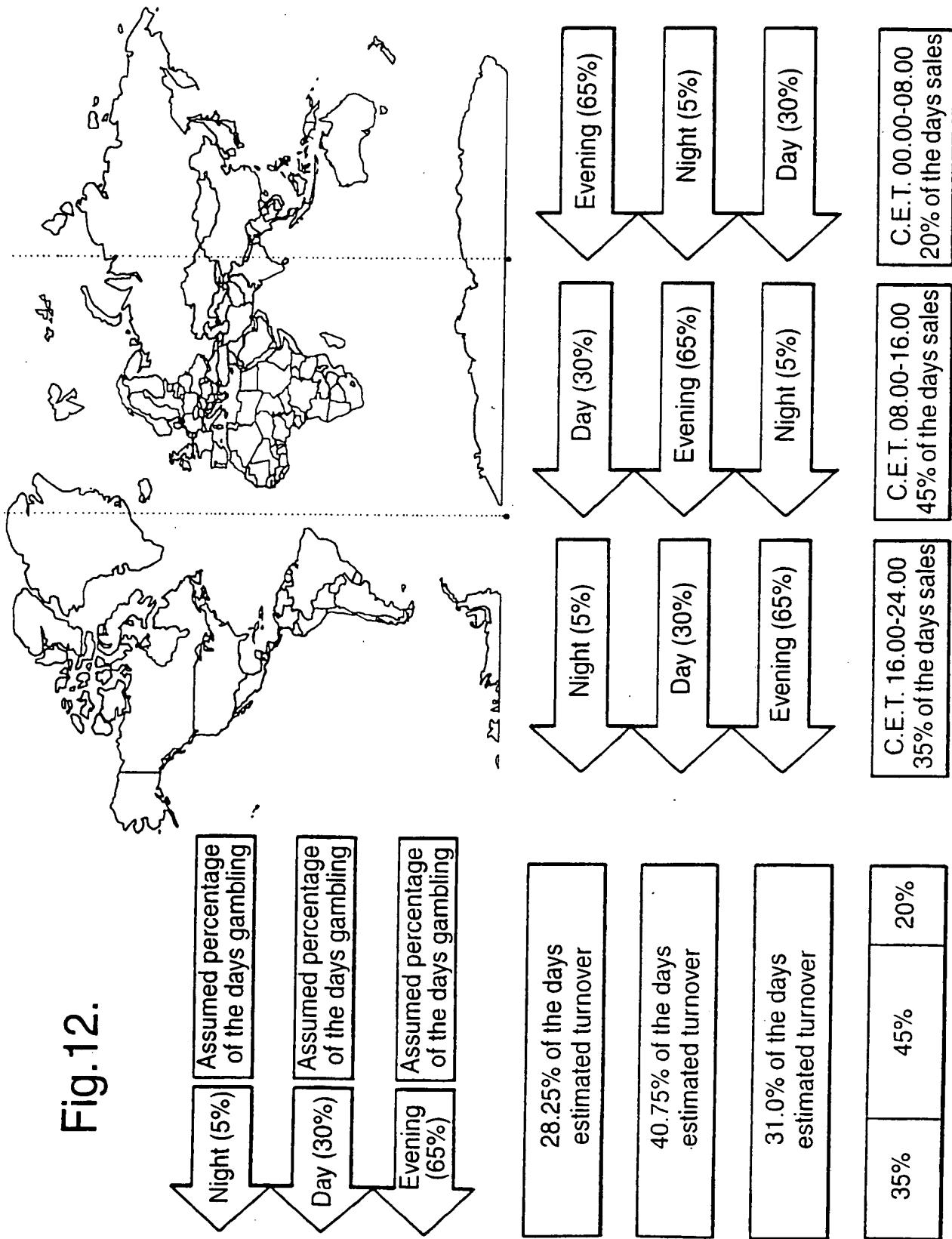
Fig.11B.

20	Player then "opens" tickets no. 2,3,4,5,6,7,8,9, and 10	21	Alternating with each ticket in the domestic lottery, one and one ticket is "opened" in the international lottery"	22	Any winnings go directly from the lottery organisers' bank account (i.e. the bank which also guarantees the winnings) to the player's bank account as registered in the account on the main server and on the player's Jackpot Pay&PlayCard	23	All turnover thus happens internally in each country between the organisers' banks and the domestic players. Only 10% of the turnover leave the country to a "Global Jackpot" which players in all countries play for with equal chances of winning	24	Authorities in each country can check that only approved lotteries, i.e. organisers with permit from local police authority etc. takes part in Jackpot's Internet lottery	25	The Police and Ministry of Justice in the various countries are given access to inspect the computers making the draws for domestic lotteries	26	Licensing authorities in each country which approved the game are given direct access to the main server and to the lotteries in each country	27	Lottery organisers are able to check themselves all sides of their lotteries, lists of draws, turnover etc. by accessing the servers directly via the Internet (online control).
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Fig.11B (Cont).

23	Only 5.25% is fees to the operator (35% of profits) and charges to foreign card companies and online authorisation through Telenor Pos. (the Spectra server) in total, 4.5% of the turnover goes towards banking fees and charges etc.	24	Player may use toll line keys to get statements of his account for current and previous year which players may themselves print out and use as receipts with their tax return forms (ref. item 1.5.2. in Norway) which then shows No. of tickets bought and total winnings in the fiscal/calendar year	25	Player may play from terminals (PCs) the world over. Player's bet will regardless go to local lotteries in his home country, since player has his account and e-mail address on the server
30	The main server generates monthly statements for each lottery to be used as regards the various organisers and authorities in the home country of each organiser in addition to quarterly and complete annual accounts	31	Main server (with any regional server/s) work in the national language of each country		

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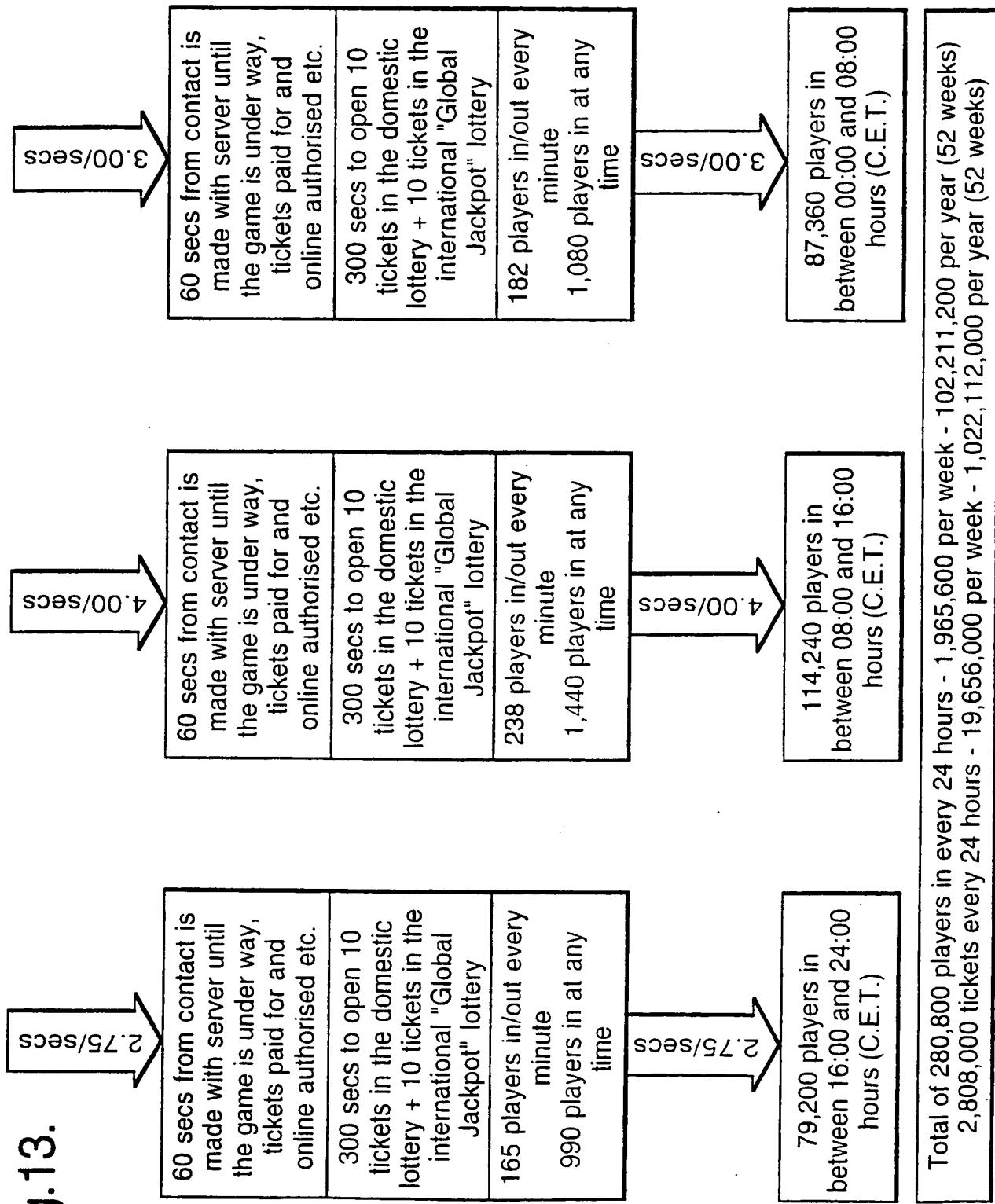
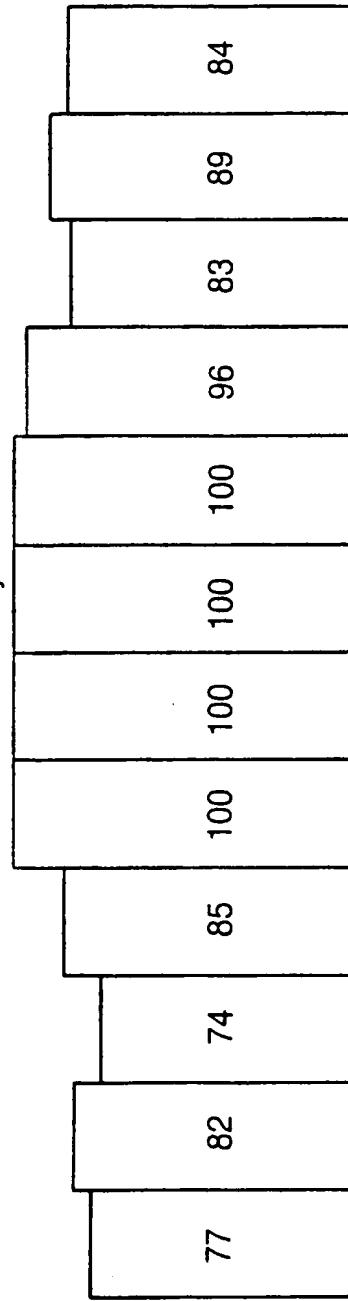


Fig.13.

Fig. 14.

Imagined example of adjustment of the amount of tickets in "Global Jackpot" based on amount of players in per hour to ensure payment being made minimum every 24 hours



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Fig. 15.

Percentual share of total amount of tickets (number of tickets with and without prizes) based on gliding average hour by hour

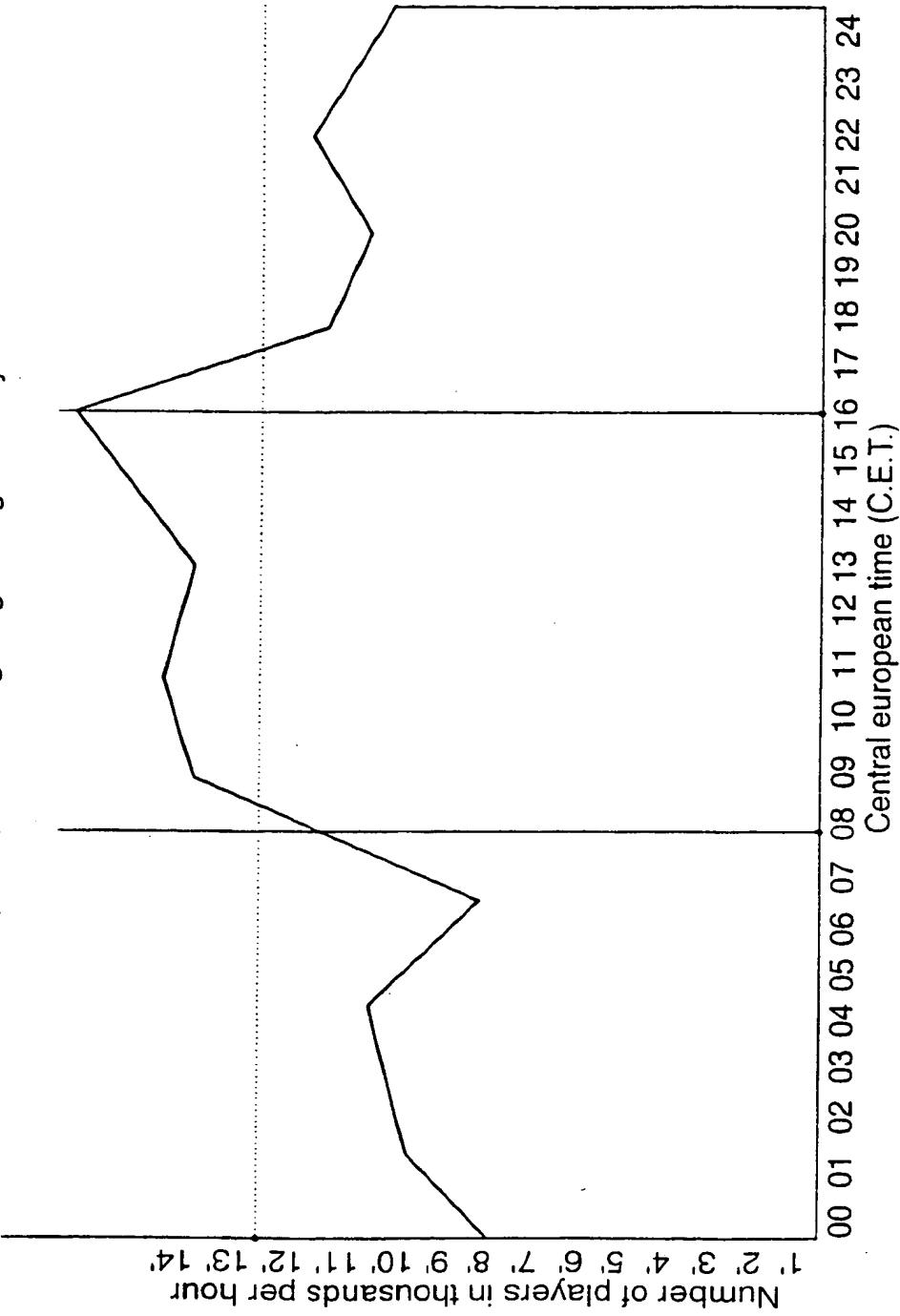


Fig.16. 24/29

System for locating players over the Internet for their respective domestic lotteries

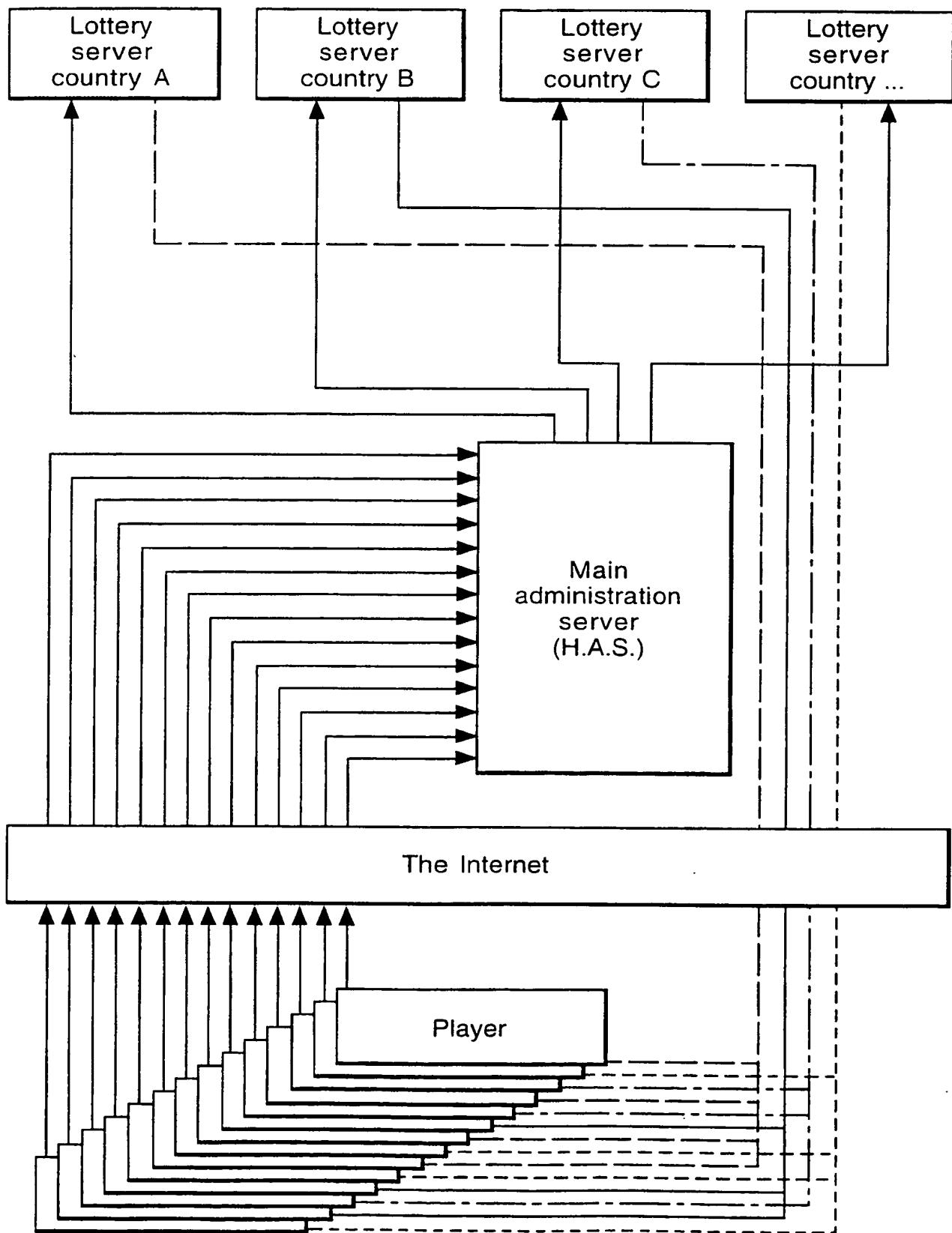


Fig. 17. Flow chart showing rejection of non-approved players and the access available to approved players to a domestic lottery via the Internet

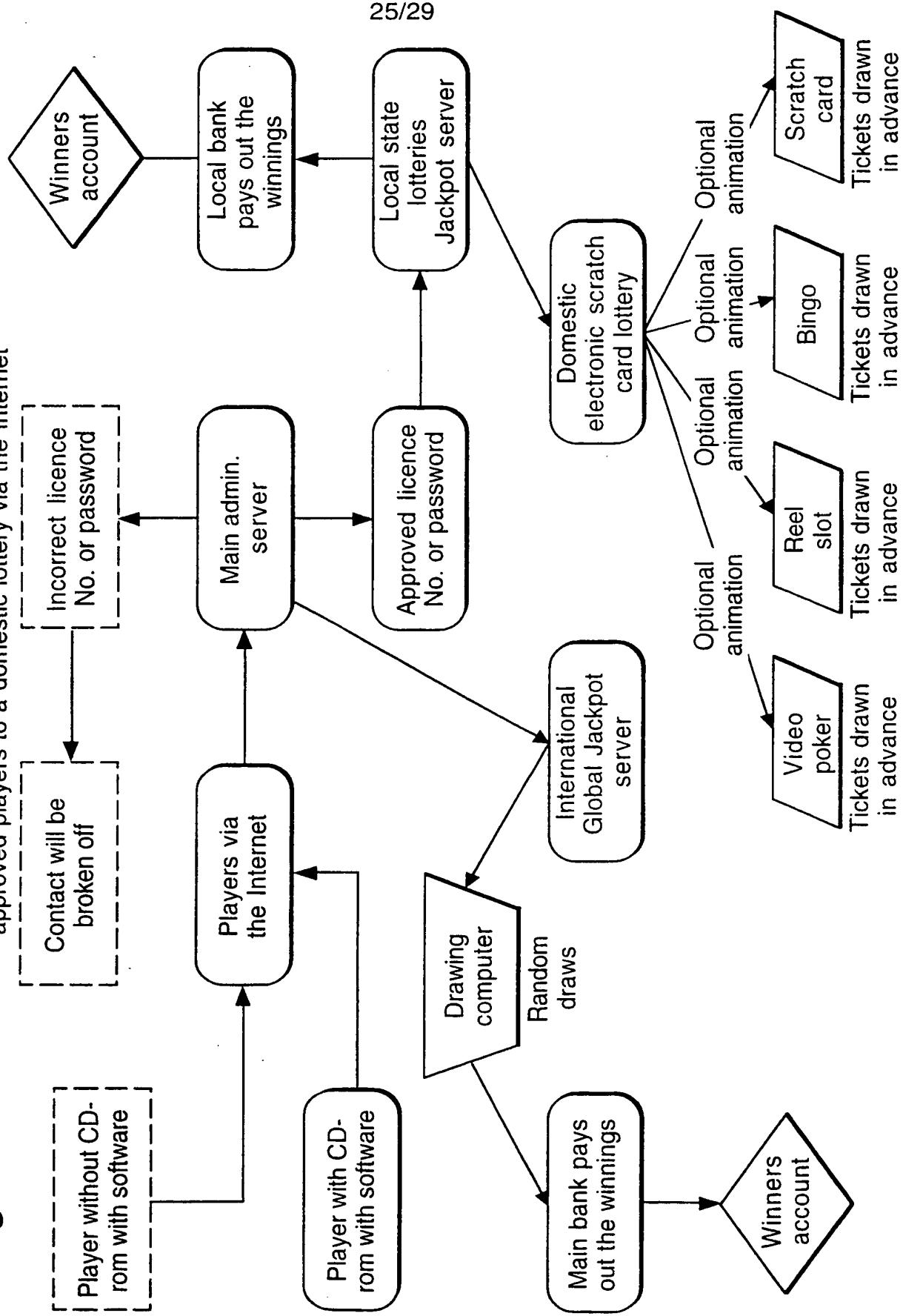
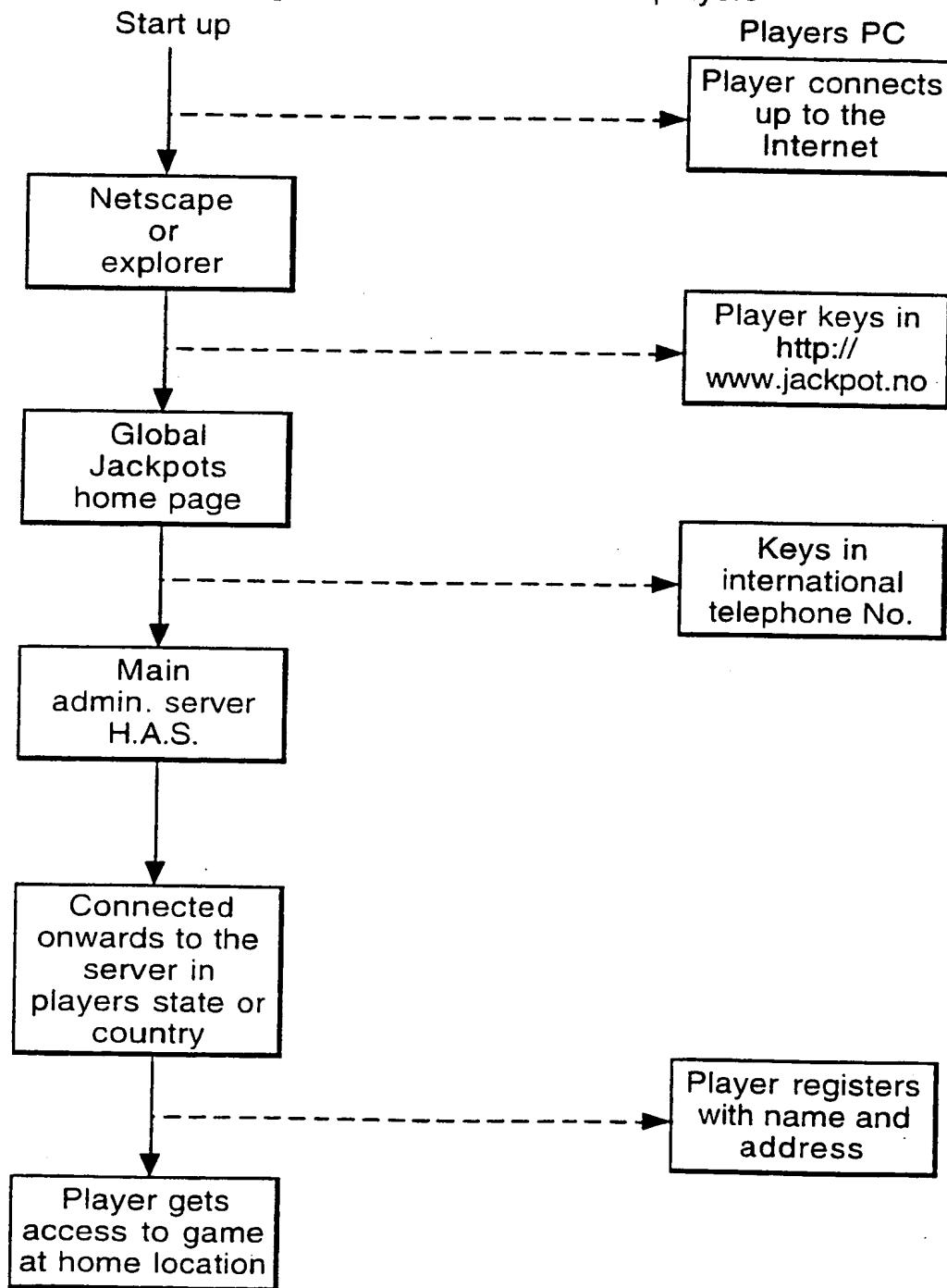


Fig.18.

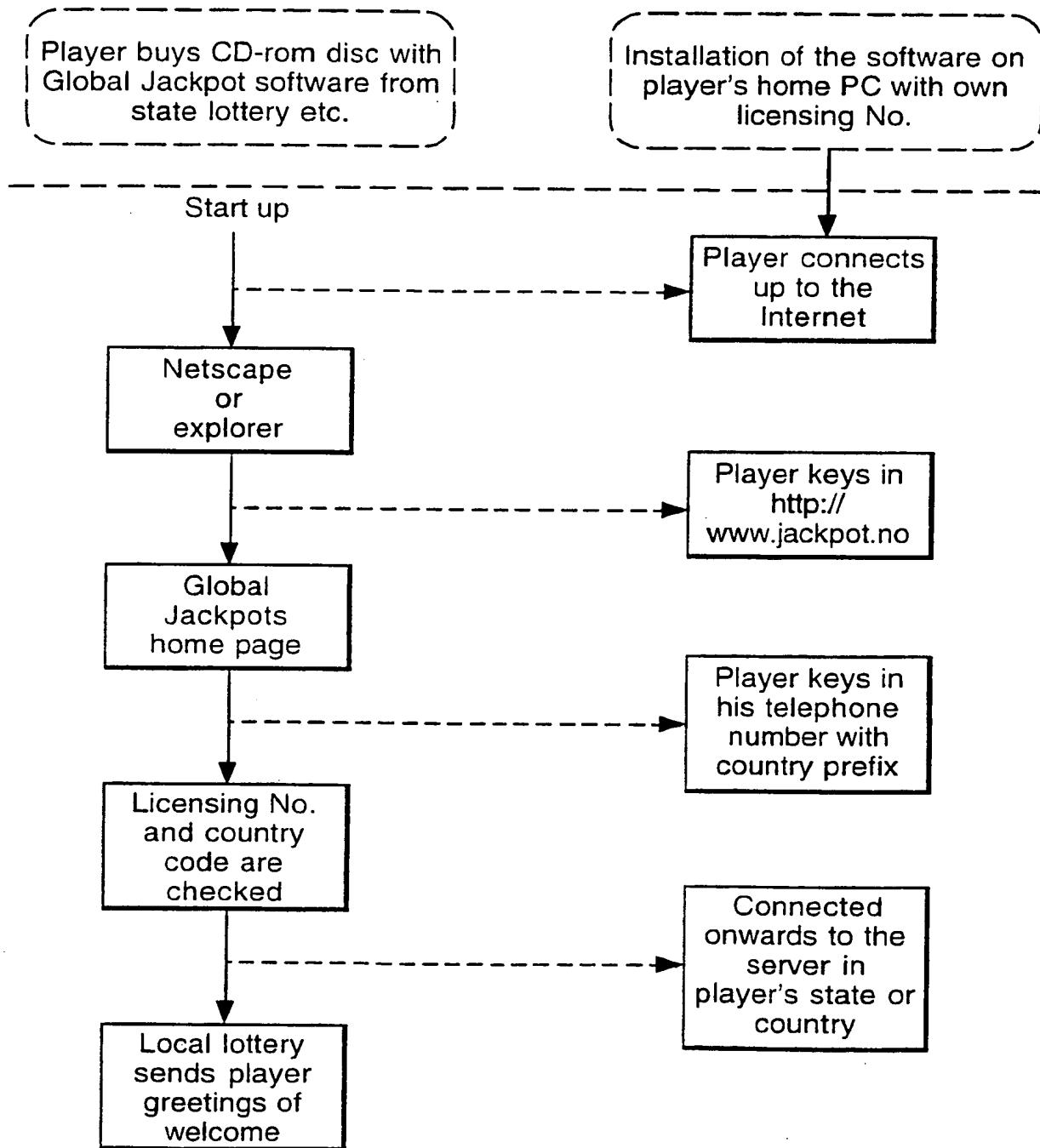
System for onwards connection of players from internationally accessible home page to the servers of the local lottery organisers of the individual players



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Fig.19.

System for network gambling on the Internet based on the sale of CD-rom software through local lotto commission agents etc. for automatic onwards connection to the correct lotto organiser at the player's home location



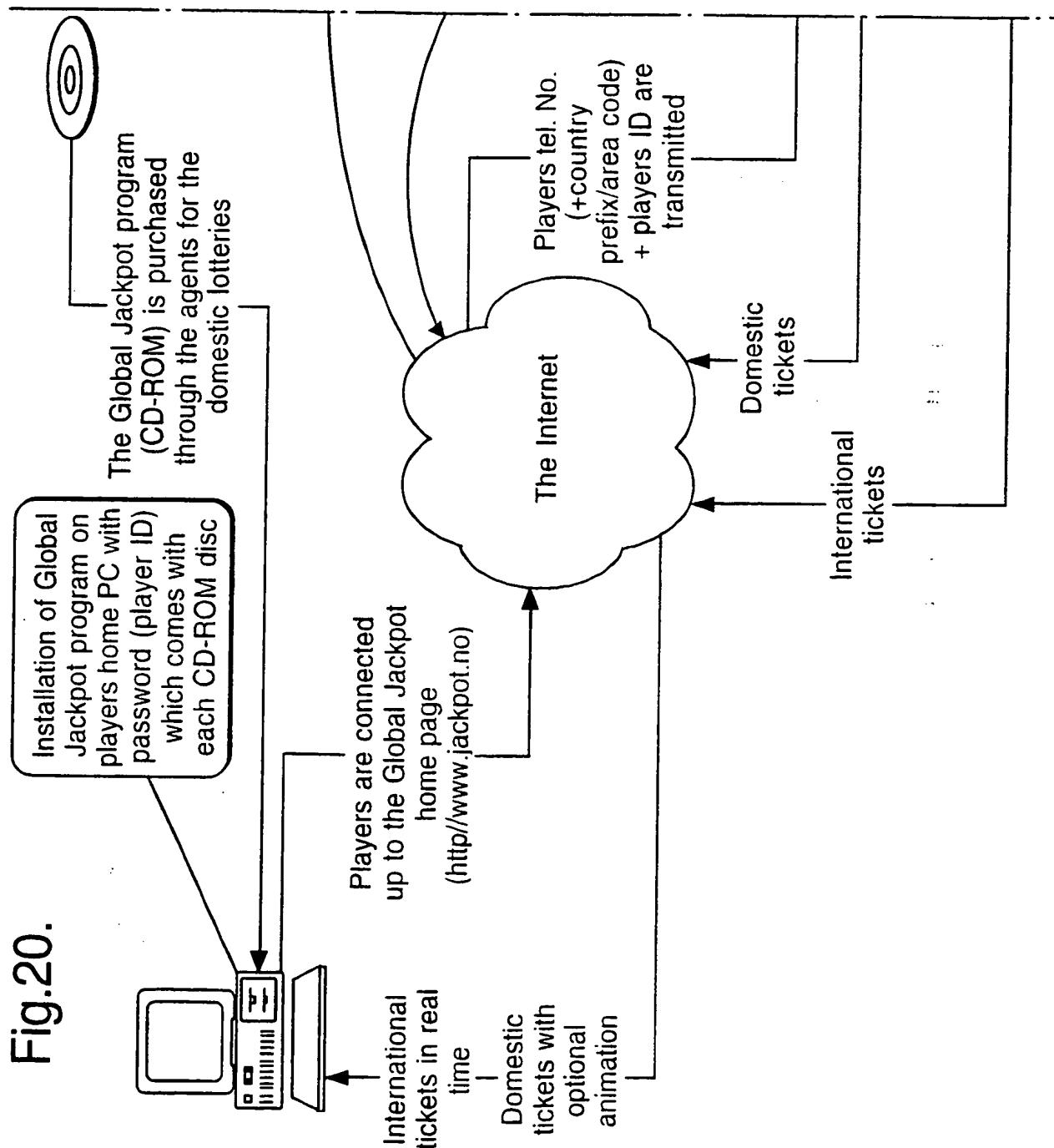
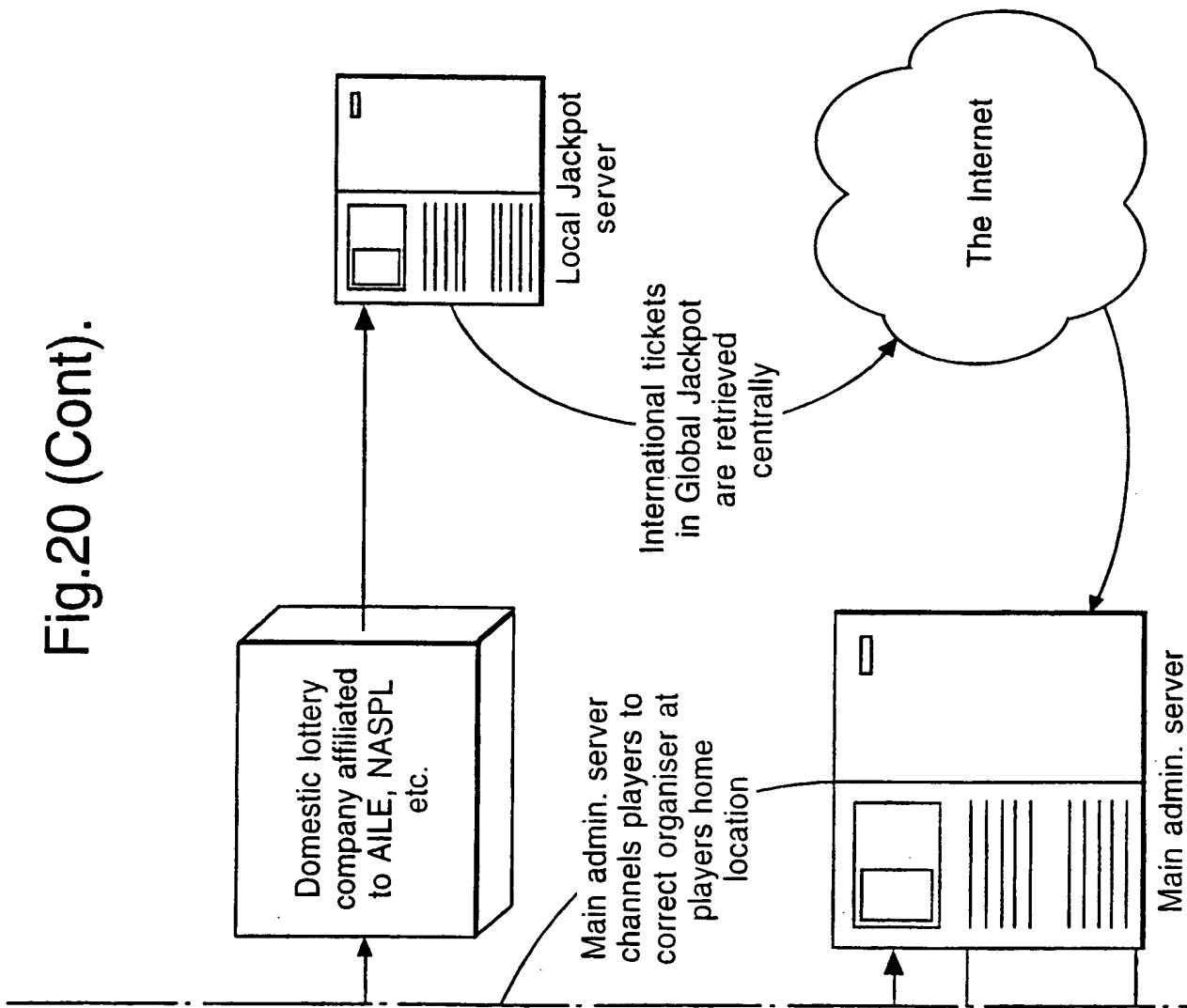


Fig.20 (Cont).



INTERNATIONAL SEARCH REPORT

International application No.

PCT/NO 97/00328

A. CLASSIFICATION OF SUBJECT MATTER

IPC6: G06F 17/60, G07F 17/32 // G06F 161:00
 According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC6: G07F, A63F, G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

SE,DK,FI,NO classes as above

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

WPI

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 9637866 A1 (TECH LINK INTERNATIONAL ENTERTAINMENT LIMITED), 28 November 1996 (28.11.96), page 2, line 7 - page 6, line 17; page 47, line 9 - line 16 --	1-40
A	US 5398932 A (LYLE N. EBERHARDT ET AL), 21 March 1995 (21.03.95), column 2, line 47 - column 3, line 45 --	1-40
A	US 5280426 A (LAWRENCE EDMONDS), 18 January 1994 (18.01.94), column 1, line 62 - column 3, line 5 -- -----	1-40

 Further documents are listed in the continuation of Box C. See patent family annex.

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Date of the actual completion of the international search

5 May 1998

Date of mailing of the international search report

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INTERNATIONAL SEARCH REPORT
Information on patent family members

02/04/98

International application No.

PCT/NO 97/00328

Patent document cited in search report	Publication date	Patent family member(s)		Publication date
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US 5398932 A	21/03/95	AU 678673 B		05/06/97
		AU 1337995 A		10/07/95
		US 5505449 A		09/04/96
		WO 9517233 A		29/06/95
US 5280426 A	18/01/94	NONE		